

*** Make a copy of the planner if you want to use the planner. Here's the [link](#)

*** I update as new information come out or as I test more things

*** Utilize Outline to get around the document or ctrl + f

*** If you have any suggestions or additions you want to see in the guide, let me know through Reddit (u/xsamyuerux) or Discord (Mushii#4366) and I will see if I can include it in the guide

*** Here is my Discord server: <https://discord.gg/PDrEH3ZK4r> Feel free to join and hang out with me and my friends. We're always looking for more people to come hang out and play Genshin with. You can come over and ask for tips and tricks about the game as well. We are mostly NA server

*** Feel free to share this information as my only goal is to help my fellow Genshin Impact players not make mistakes that will hurt them later on and to be prepared for what's ahead. I've fallen in love with this game and I hope others will too :)

(I have such a busy life I promise I will update this before the Genshin anniversary lmao)

Planner

Week 1

Day	Goals	Notes
Sunday	•	
Monday	•	
Tuesday	•	
Wednesday	•	
Thursday	•	
Friday	•	
Saturday	•	

Week 2

Sunday	•	
Monday	•	

Tuesday	●	
Wednesday	●	
Thursday	●	
Friday	●	
Saturday	●	

Important Resources

- ***[General Artifact Sets](#)*** for characters (I use a lot for quick search up of builds)
 - This is a good resource for which artifacts go best with each character depending on their role
- [Genshin Ascension Planner](#) (I use often for planning)
 - Calculator for character how much ascension materials and talent books you need in total to get to a certain ascension level of character and talent. Then you can plan your planner accordingly for which materials you are going to farm for each day
- <https://genshin-impact-map.appsample.com/#/>
<https://mapgenie.io/genshin-impact/maps/teyvat> (I use both often when searching for seelies, timed trials, and region specific oculi-type items)
 - Use both these interactive maps wdhen looking for certain items or monsters
- [Official Mihoyo Genshin Interactive Map](#)
 - Actually one of the best maps to use in conjunction with the appsample interactive map since that one has a comment section where people can give tips on how to find what you're looking for
- <https://genshin.honeyhunterworld.com/> (I use often for character research purposes)
 - This is a website with a wealth of information on everything plus datamined info about unreleased characters and items. Look here for info on:
 - Characters
 - Equipment
 - Consumables
 - Ascension Materials
 - Exp Materials
 - Recipes
 - Enemies
 - Misc

- [Damage Calculator](#) (I use sometimes for character research purposes)
 - This is an amazing calculator to see the damage of your characters based on what artifacts and weapon you have on them
- [Keqing Main Discord Server Ultimate Info Dump](#)
 - I don't even know what to say. They've done so much work on researching and testing in game mechanics, it's unbelievable. This is definitely worth to go through if you enjoy learning more about the mechanics of the game

Progression Order of Importance : Pre AR40

1. and leveling to your world level's max
 - a. A burst in strength
 - b. You can get artifacts this way by fighting Elites which drop character ascension materials. The artifacts you get from these elites will do you justice for a while. Trust me I did it
2. **Weapon Ascension** and leveling to your world's level max
 - a. A burst in strength
 - b. Very good rates at AR40+ in domains so it's easy to farm all you need in a day
3. **Talent Book** upgrades to your characters' ascension phase level's max (say that 5x fast)
 - a. Gradual increase in strength
 - b. This is very time/resin consuming since rates don't improve as much in the domains compared to the other types of upgrades
 - c. Becomes less/same importance than Artifact Domains at AR40 and above. Just means to get a starter artifact set first then move onto talents and then refine your starter artifact set
4. **Artifact Domains**
 - a. Do this if you have completed at least the Character and Weapon Ascension. Just get an artifact set with the correct main stats and then move on to Talent Book. After, refine your starter artifact set by getting better sub stats or higher rarity artifacts
 - b. Rng based strength boosts

Outline for Progression

Skip to “AR Team Outlooks” if you are just looking for a quick reference to what you're team should be at at your current AR budget

*** Progress story as far as you can, although you can pace this and slow down, but understand that this is where a huge chunk of your AR experience comes from. Unlock Waypoints and domains so you have places to teleport quickly to. And loot chests you see as you explore and be meticulous with this so you can find a lot of chests up front. I don't recommend solely hunting chests but be observant of them while exploring. In general grab anything shiny. I mean come on it's shiny so go grab it. And teamwise, focusing on your Main Carry plus your Healer Support first when upgrading things is the best way to go since they will be the duo carry in each team you make. When you start making your second team, you will focus on that team's Main Carry and Healer Support then you will have two Main Carries and two Healer Supports to work on first before the other characters you have. Also, any AR levels I don't have listed, assume to finish up any remaining archon and story quests as well things I've listed in "Reaching AR30." Lastly, since you don't have many characters to begin with, I recommend putting your resources into the Traveler as your Main Carry until you wish more and pull more characters. For the time being, use the characters they give you to make a team of the Traveler, Amber, Kaeya, and Barbara. They give you a lot of free resources to build the Traveler up making them a good unit to use when you don't have other characters ***

- Reaching AR8:
 - Make sure you start using your Original Resin since Ley Lines of Revelation will start to unlock. Don't let your Original Resin ever reach the cap to be at maximum efficiency
- Reaching AR12:
 - Start using all your Original Resin on Ley Lines of Wealth since now they will be unlocked
 - Pick up all Anemoculus, seelies and timed trials in Monstadt or work towards that while progressing in story. PLEASE... use maps to track your progress so you don't end up searching every spot again looking for that last one you missed. I use the first map link in "Important Resources" for all the Oculi. And both when I was working on seelies and timed trials. The first map allows you to mark things found without limit but is missing some items compared to the second map which has all the items but has a limit on how many things you can mark found
- Reaching AR14:
 - Be consistent with your daily commissions since they will now be unlocked because it offers a ton of experience that becomes more valuable the higher you are in AR
 - Send any character on expeditions as it does not affect their playability. Just choose characters that finish their expeditions quicker. Order of importance is:
 - Ores,
 - Food Materials that you need, then
 - Mora

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- Reaching AR15:
 - Gather materials for characters you can ascend from Lv20/20 to Lv20/40 based on if their materials are accessible to you at this stage since you won't have most of the map unlocked. Just ascend and level your Main Carry and if you have a Healer Support, ascend and level them too. Although, if you manage to wish and get a solid team already then ascend them all at this point if you can. For example, on my alt account, I pulled Keqing, Bennett, Sucrose, and Xingqui which is a solid team for Keqing Main Carry. Go to the section "Team Building " to understand more about well... teambuilding. So I can afford to spend my resources now since I know they will be a team I will use all the time even if I get new characters. The new characters I get from this point on will be for my second team or storage (will go unused) which I don't need to worry about right now. Also, I will be building Keqing and Bennett first because Keqing is my Main Carry and Bennett is my Healer Support who can also deal some good damage. It's important that your team has at least two opposing/different elements. Keqing can fight everything efficiently except enemies who have an innate Electro element or have Electro elemental shield since she deals Electro damage most of the time and Electro damage does no damage to those things. My Bennett is the solution for this. He can take care of everything my Keqing can't, making a team that is well rounded for most battle situations. It's convenient he is also my Healer Support since I will already be putting resources into him. But, it's not necessary for the Support Healer to be the opposing/different element
- Reaching AR16:
 - You unlock coop and can unlock Cecilia Garden and Hidden Palace of Lianshan Formula so if you want to prepare for future weapon ascension then go ahead and farm these domains. But I advise to continue to farm Ley Lines though because you won't need to farm these domains until you start getting four/five star weapons later on
- Reaching AR20:
 - Your team should look like or similar to the "AR20 Team Outlook"
 - You unlock Battle Pass so be consistent with your Battle Pass daily and weekly missions and BP period special missions
 - Progress as far as you can in Spiral Abyss and I think getting the Xiangling reward is a good goal to accomplish. Afterwards, you can hold off on progressing past Floor 4 because at Floor 5+, you will need two teams
 - Start exploring into Liyue and unlocking Waypoints and domains if you haven't already and at this point all Waypoints and most domains in Monstadt should be unlocked and the Monstadt Statue of Seven should be level 10. If not then start working on that and hunt down the rest of the Anemoculus

- Start farming Elite Bosses because at this AR you unlock them. If you can, farm until you can ascend at the very least your Main Carry and Healer Support and max level them two (always give them the most attention since they will carry your team). Leave your other two characters alone until you feel like they need to be leveled because either they're dying too quickly or not doing enough supporting in battles
 - Give the best artifacts you get from quests or these elite bosses to your Main Carry. Focus more on getting the important artifact main stats on them rather than trying to complete sets. But if you can complete a set then go for it. Then just do the same for your three other supports
- Reaching AR21:
 - Find the Story Quest that will unlock Andrius (Wolvendom Weekly Boss) and start farming him every Sunday (don't ask me where the quest is I don't remember)
 - Complete Eagle's Gate domain for rewards
- Reaching AR25
 - Complete World Level Ascension Quest
 - Your team should look like or similar to the "AR25 Team Outlook"
 - Continue giving the best artifacts you get from quests or these elite bosses to your Main Carry and work on maxing them (only max 4* and above). Focus more on the main stats rather than subs at this point. If you get better gear to replace something on your Main Carry then work on upgrading it first and once it is the same level as the artifact you plan to switch it out with then go ahead and equip it. The replaced artifact can be given to your other Supports if it works on them. But if the replaced artifact is considerably worse than the better artifact and unusable by your Supports then just use it to feed into the better artifact right away to boost its levels as you only lose 10% of the exp you put into the artifact you just fed. You basically are going to do this forever which will get easier with time when you reach AR45 where you can farm artifacts at Artifact domains. Supports generally don't need upgraded artifacts (what I mean is that it can be postponed for a long time until you have extra resources) and need more of the set bonuses like Noblesse Oblige which gives the whole team 20% Atk increase when the artifact user uses their elemental burst on its 4 pc set. Another is Maiden's Beloved which increases healing with Healing Bonus%. Although a general rule is that your Supports should have Lv4 Artifacts minimum
 - Progress as far as you can in Spiral Abyss and I think getting the Xiangling reward is a good goal to accomplish. Afterwards, you can hold off on progressing past Floor 4 because at Floor 5+, you will need two teams

- You should start finding all, if not most, Geoculus to upgrade the Liyue Statue of Seven to level 10. Getting this Statue of Seven to level 10 will allow you to complete a story quest that's based in Cuijue Slope where you can get really good rewards.
- You will unlock Confront Stormterror so start farming him every Sunday alongside Andrius as he is a weekly boss. Make sure to claim his reward within ten minutes of defeating him or you won't be able to claim the rewards on your world and will have to find someone else who hasn't defeated their Andrius to get your rewards for that week
- You will unlock the City Reputation System (keep in mind you can't do Liyue Requests until AR35 when a specific Archon Quest unlock, but you can do Liyue Bounties)
 - Start completing your 3 Weekly Bounties and 3 Weekly Requests
 - You should aim for Reputation Lv3 in Liyue first to get Condensed Resin recipe then...
 - Reputation Lv6 in Monstadt to get NRE (Menu 30) and Portable Waypoint then...
 - At this point you can choose which Glider from each city you want to get first and put all the Reputation quests towards that. Or, if you have a certain reward you want from a city, then feel free to go after that
- Complete the domains...
 - Temple of Wolf
 - Temple of Lion
 - Eagle's Gate
- Look at "Reaching AR30:" for more inspiration on what to do other than story if you are not working on that at this point
- Reaching AR27:
 - Progress as far as you can in Spiral Abyss and I think getting the Xiangling reward is a good goal to accomplish. Afterwards, you can hold off on progressing past Floor 4 because at Floor 5+, you will need two teams
 - You can unlock Forsaken Rift and Taishan Mansion for talent books so start maxing out your characters talent levels or get started on that. At least do this for your Main Carry and Healer Support. Your Main Carry will benefit from upgrading all talents (mainly the normal attack talent) while your Supports will mainly need their elemental skill and burst upgraded and not their normal attack
- Reaching AR30:
 - Your team should look like or similar to the "AR30 Team Outlook"
 - Continue the routine with artifacts from tips mentioned before. At this point, you should be paying more attention to the subs of the artifacts as

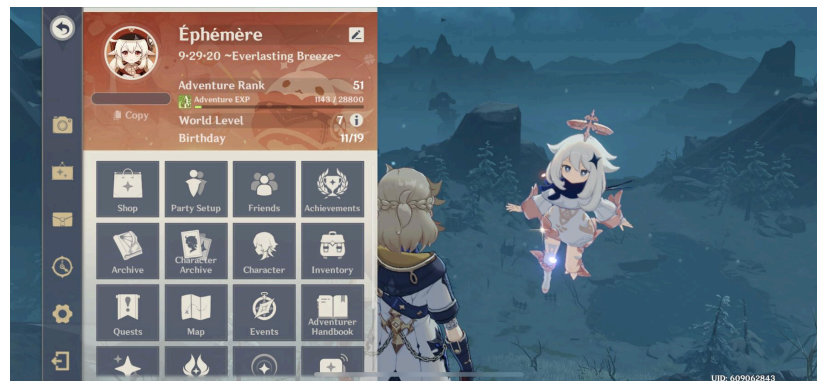
well as the main stats for your Main Carries from this point forward. Your Supports don't need as much care and will do well just having the right main stats and sets on them. Your Main Carries need good subs to maximize their damage output

- At this point, you have a fair bit of your archon and story quests done if you have been consistent with them. So, you can finish up all the Shrines of Liyue since AR30 unlocks necessary domains you need to open most of them. At AR35, the same domains that gave you keys will have a second level to get another key from, from which then you can completely finish all the Shrines. Make sure you have also completed all the shrines in Monstadt. You can get started with unlocking all domains and Waypoints in Dragonspine as well as looking for Crimson Agate to offer to the Frostbearing Tree for rewards. Here are some resources to help you explore this area:
 - <https://genshin-impact-map.appsample.com/#/>
 - Use this for:
 - Crimson Agates
 - Dragonspine Timed Trials
 - Starsilver
 - <https://mapgenie.io/genshin-impact/maps/teyvat>
 - Use this for Seelies
- Make sure at this point all Waypoints, most domains if not all, and Statue of Sevens are unlocked and that the Statues of Seven are level 10 for Monstadt and Liyue
- Things you can do:

*** Just a heads up, not all links to resources will show you every location as new updates bring new locations and more treasures and items so it's difficult to keep up with the new changes in each update. But, these resources do cover a good amount. Anyways, it's more fun if you find random chests or balloon plants or puzzles every now and then instead of hunting them all down right away ***

- Finish up any leftover seelies (use interactive maps) and [timed trials](#) as well as the challenges an adventurer named [Dandy](#) gives you. There are four locations for her and each challenge can be done three times to get chests in increasing rarity
- Look out for these [green balloon plants](#) as they give you chests if you pop all of them after they've been released from the plant
- Find enough Anemo and Geo sigils to buy everything in With Wind Comes Glory in Monstadt and Mingxing Jewelry in Liyue
- Finish [Geo Puzzles](#).... And [more](#)!

- Loot [floating boxes](#) in the ocean for Geo Sigils
- Visit these [NPC's](#) who give items
- Find all these [books](#)
- Loot chests and be observant of them. You can relax after finding 400 Monstadt chests and 800 Liyue chests (these are achievement thresholds)
 - [Hidden Chests 1](#)
 - [Hidden Chests 2](#)
 - [Monstadt Luxurious Chests](#)
 - [Monstadt City Chests](#)
 - [Liyue Luxurious Chests](#)
 - [Liyue Harbor Chests](#)
 - [Hidden "Mine" Chests](#)
 - <https://yuanshen.site/>
 - Amazing map if you just want a straightforward "check things off" type of chest hunting instead of watching a video which can be difficult at times
- Farm [Random Events](#) for Companionship Exp for your characters (max is 10x a day). Here is my favorite character's Namecard (Klee❤️)



- Go achievement hunting.... tons of primos!! There are definitely more than what's listed below
 - [Secret Achievements](#)
 - [Elemental Specialist Achievement](#)
 - [Marksmanship Achievement](#)
 - [Challenger - Series II](#)
 - Commission Related Achievements
 - Olah! - Series I
 - [...Odomu?](#)
 - [Yo dala?](#)
 - Snezhnaya Does Not Believe in Tears - Series I
 - [Reliable Helper](#)
 - [Tales of Winter](#)

- Stone Harbor's Nostalgia - Series I
 - [Geo Archon Anecdotes](#)
 - [Book Hunting](#)
 - Unlock Viewpoints
 - [Monstadt Viewpoints](#)
 - [Liyue Viewpoints](#)
 - Grab anything and everything shiny :)
 - Or collect 2000 Lotus Head like I did
 - Character Story Quests
 - Start farming the routes in this guide pretty consistently
 - 3x a day for Ore Route if you're doing the Simple Route. Join random people and farm with them. You need 120 Crystal Chunks to max out the experience cap from forging Mystic Enhancement Ores in the Blacksmith. You can skip forging these for some time if you need the Crystal Chunks for a craftable weapon instead of weapon experience
 - Or 1x a day if you do the comprehensive route but you need to find three people to farm their world with this method while you wait for your Crystal Chunks to respawn
 - As many times you want/need for Monster Route
 - Every day for the Artifact Route
 - Some respawn at daily reset while others on 24h cooldown. This just means you get all the artifacts one day and about half the next day and then all the artifacts the next day
 - Farm Ley Lines of
 - Revelation if you are in dire need of exp books and have unused/extra Original Resin
 - Wealth if you are in dire need of mora and have unused/extra Original Resin
- Reaching AR35
 - Complete World Level Ascension Quest
 - Your team should look like or similar to the AR35 Team Outlook. To explain the reason we want to keep characters that are not your Main Carries at Lv60/70 is because of optimal return of investments. To get your character from Lv1 to Lv80 takes around 1 million mora and millions of exp which we cannot afford at the current state of the game to do for every character we want to Lv80 since there's not much resources in the game to farm exp books and mora (or rather expensive to do so via resin based activities). So we can only afford a couple characters to do this for and the most important characters are again your Main Carries. They need to be on par with the world level in terms of level because if they are under

leveled a game mechanic will make enemies deal more damage and take less damage per each level they're higher than the character. We will also take more and deal less damage per each level lower we are than our enemy. The rest will do fine at Lv60/70 where they unlock all their passives for them to output as much potential as they can and since they will not be out on the field for extended periods of time to deal damage, the beforehand game mechanic does not concern them

- Continue the routine with artifacts from mentioned before
- Everything from "Reaching AR30:" because I know for a fact yalls are leveling your AR at snail speeds at this point (edit at July 30, 2021: I mean not anymore cause they've been adding hecka story now so yalls are luckier than the newbie me)
- Reaching AR40:
 - Your Team 1 should look like or similar to the AR40 Team Outlook
 - When all your Main Carries' talent levels reach Lv6, you are going to have to be picky with which talents you upgrade next because you are limited by the legendary item that you can farm for three times every week (one per weekly boss. The rates differ and you can get more than one legendary item from weekly bosses) and there's different legendary items (three each from Andrius, Dvalin, and Tartaglia). Here is where you will only upgrade the talents that you use the most often for each character. If you use all the talents of a character for the most part then go ahead and try to upgrade all and decide which one to upgrade first between the three talents. An example is Diluc for which his attack talent, elemental talent, and elemental burst talent are all valid upgrades. For someone like Venti, you can very well disregard his attack talent since most people will use him for his elemental skill and burst. Since you kept the rest of your characters at Lv60/70 (ascension phase 4), they will only be able to upgrade up to Lv6 for their talents, so just go ahead and max them
 - Continue the routine with artifacts from mentioned before
 - At this point you're mainly leveling your AR through daily commissions and basically farming items through the routes given below. Maybe even invading people's worlds for fun like I do (edit at July 30, 2021: not necessarily anymore)
 - If the Main Carries of your teams are maxed to the world level in terms of character level, weapon level, and talent level then use the extra Original Resin for Artifact domains if you don't need to farm Elites. Do not spend your Fragile Resin on Artifact domains until AR45
 - This is the AR I would start considering building a Team 2 for Spiral Abyss because it takes a while to progress from AR40 to AR50 so you should have a good amount of time to work on this. Once you get your two teams with the

requirements from the table below, you could consider working on 1 more Main Carry, 1 more Healer Support and 1 more non-Healer Support. Sometimes you will need different characters for different game content especially for Spiral Abyss. Although, you could ignore this and just work on your two teams through artifacts to conserve resources and be prepared for the next ascension and leveling at AR50

- Reaching AR45:

- Complete World Level Ascension Quest
- If your team looks like or is similar to AR40 Team Outlook then...
 - Consider farming Artifact domains and feel free to spend all your resin here. In my opinion, I would save my Fragile Resin for coop events since all my daily Original Resin will be spent in the Artifact domains and I think that that's more than enough (edit at July 30, 2021: fun fact this isn't valid anymore because events don't use energy anymore like how they used to so just spend away your Fragile Resin where you see fit). Chances of five stars skyrocket so you can start decking out your characters with legendary artifacts. There is so much to cover about sets and whatnot and I suggest finding YouTube videos for specific builds for characters if that's what you are looking for. From this point on, it's a grindfest for artifacts with the right main stats and perfect subs
 - This is when you will be able to start upgrading the artifacts of your Supports since for the most part you won't have upgraded artifacts on them for the fact that you will probably only have enough to max upgrade your Main Carries artifacts and some of your Supports but not all

- AR50+

- Complete World Level Ascension Quest
- You are honestly experienced at this point you can deal with your own shit (and also I'm tired 🙄)
- Mainly a big grindfest for those perfect artifacts and getting your characters and weapons and talents to maxed
- (Edit at July 30, 2021) There's sooo much story they have added so anyone reading this in the future is gonna be a-ok in terms of enjoyment. So far inazuma is my favorite map ever. People who say otherwise are plebs remember that

AR Team Outlooks

Preface

Know that you may want to hold off on reaching certain goals for certain roles in a team because the team does not have good synergy and does not have characters that are optimal with each other

For example: You may have Diluc, Kaeya, Barbara, and Xiangling. This team is ok with each other, but it is in no way the most optimized team to support Diluc. It gives extra Atk% to the team because of 2x Pyro. Barbara can be Hydro Aura Support for Diluc to trigger Vaporize for 1.5x damage multiplier and is a Healer Support. Kaeya is here to be a Cryo Aura Support for Diluc to trigger Melt for the 2x damage multiplier. We can upgrade Diluc and Kaeya to the recommended levels, although, Xiangling and Barbara are the awkward characters here as there are better characters that can replace them. So, we can cap their upgrades at AR25 level and not go further. This goes for everyone. If you have a character that is an awkward fit for the team, just cap them at AR25 level to conserve resources because you will end up replacing them. A better team would have been Diluc, Bennett, Xingqui, and Sucrose. This is a solid team and can be a set Team 1 and can be built to max. Although there is a better team but that includes more 5* and that is unrealistic. For a 4* majority team, this is solid

These Outlooks are a goal and are not requirements. Different people will have different situations and will affect your progress. Instead, compare your team to the Outlooks to decide what aspects of your team needs improvement and which gets priority over others. The most important is to make your Main Carries strong so if anything, your Main Carries should be on point with the Team Outlooks

Please take a look in the Progression Outline to see my tips for your team and don't worry if your team is not like the Team Outlook, if that's the case, you will just have to catch up during AR40-50 because at that stage you have a ton of time to finalize and improve your teams. As long as the Main Carries are strong then you will be ok

Lastly, all you need out of a 4 character team are just the Main Carry and Healer Support. The other two spots can be any characters. Of course, at much later AR's, especially in Spiral Abyss and less so in the world, it will matter what characters and roles you put in a team

WL1 AR20 Team Outlook

Team 1	Team 2
● Main Carry -most important ○ Lv40/40 character level	n/a

○ Lv20/20 weapon ○ Lv1 talents ○ Max Plume of Death only ● Healer Support -second most important ○ Lv40/40 character level ○ Lv1 weapon ○ Lv1 talents ○ Lv0 artifacts ● Support -same importance as last ○ Lv20/20 character level ○ Lv1 weapon ○ Lv1 talents ○ Lv0 artifacts ● Support ○ Lv20/20 character level ○ Lv1 weapon ○ Lv1 talents ○ Lv0 artifacts	
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WL2 AR25 Team Outlook

Team 1	Team 2
● Main Carry -most important ○ Lv50/50 character level ○ Lv50/50 4* or higher weapon (otherwise, use a Lv40/40 3* weapon) ○ Lv2 talents ○ Max Plume of Death only ● Healer Support -second most important ○ Lv40/40 character level ○ Lv1 weapon ○ Lv1 talents ○ Lv0 artifacts ● Support -same importance as last ○ Lv20/20 character level ○ Lv1 weapon	n/a

○ Lv1 talents ○ Lv0 artifacts ● Support ○ Lv20/20 character level ○ Lv1 weapon ○ Lv1 talents ○ Lv0 artifacts	
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WL3 AR30 Team Outlook

Team 1	Team 2
● Main Carry -most important ○ Lv60/60 character level ○ Lv60/60 4* or higher weapon ○ Lv4 talents ○ 3 maxed artifacts (must include Plume of Death) ● Healer Support -second most important ○ Lv60/60 character level ○ Lv60/60 4* or higher weapon ○ Lv1 talents ○ Lv4 artifacts ● Support -same importance as last ○ Lv40/40 character level ○ Lv40/40 4* or higher weapon ○ Lv1 talents ○ Lv4 artifacts ● Support ○ Lv40/40 character level ○ Lv40/40 4* or higher weapon ○ Lv1 talents ○ Lv4 artifacts	n/a

WL4 AR35 Team Outlook

Team 1	Team 2
● Main Carry -most important	n/a

○ Lv70/70 character level ○ Lv70/70 4* or higher weapon ○ Lv6 talents ○ Maxed 4* or higher artifacts ● Healer Support -second most important ○ Lv60/70 character level ○ Lv70/70 4* or higher weapon ○ Lv1 talents ○ Lv4-8 4* or higher artifacts ● Support -same importance as last ○ Lv50/50 character level ○ Lv50/50 4* or higher weapon ○ Lv1 talents ○ Lv4-8 4* or higher artifacts ● Support ○ Lv50/50 character level ○ Lv50/50 4* or higher weapon ○ Lv1 talents ○ Lv4-8 4* or higher artifacts	
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WL5 AR40 Team Outlook

Team 1	Team 2
● Main Carry -most important ○ Lv80/80 character level ○ Lv80/80 4* or higher weapon ○ Lv7 talents (Mainly Normal Attack and/or Burst, but situational) ○ Maxed 4* or higher artifacts ■ Definitely maxed 5* artifacts at AR45-50 ● Support -second most important ○ Lv60/70 character level ○ Lv80/80 4* or higher weapon ○ Lv6 relevant talents ○ Lv4-12 4* or higher artifacts ● Support -same importance as last	● Main Carry -most important ○ Lv80/80 character level ○ Lv80/80 4* or higher weapon ○ Lv7 talents (Mainly Normal Attack and/or Burst, but situational) ○ Maxed 4* or higher artifacts ■ Definitely maxed 5* artifacts at AR45-50 ● Support -second most important ○ Lv60/70 character level ○ Lv80/80 4* or higher weapon ○ Lv6 relevant talents ○ Lv4-12 4* or higher artifacts ● Support -same importance as last

○ Lv60/70 character level ○ Lv80/80 4* or higher weapon ○ Lv6 relevant talents ○ Lv4-12 4* or higher artifacts ● Healer Support ○ Lv60/70 character level ○ Lv80/80 4* or higher weapon ○ Lv6 relevant talents ○ Lv4-12 4* or higher artifacts	○ Lv60/70 character level ○ Lv80/80 4* or higher weapon ○ Lv6 relevant talents ○ Lv4-12 4* or higher artifacts ● Healer Support ○ Lv60/70 character level ○ Lv80/80 4* or higher weapon ○ Lv6 relevant talents ○ Lv4-12 4* or higher artifacts
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WL6 AR45 Team Outlook

Team 1	Team 2
● Main Carry -most important ○ Lv80/80 character level ○ Lv80/80 4* or higher weapon ○ Lv7 talents (Mainly Normal Attack and/or Burst, but situational) ○ Maxed 4* or higher artifacts ■ Definitely maxed 5* artifacts at AR45-50 ● Support -second most important ○ Lv60/70 character level ○ Lv80/80 4* or higher weapon ○ Lv6 relevant talents ○ Lv6-16 4* or higher artifacts ● Support -same importance as last ○ Lv60/70 character level ○ Lv80/80 4* or higher weapon ○ Lv6 relevant talents ○ Lv6-16 4* or higher artifacts ● Healer Support ○ Lv60/70 character level ○ Lv80/80 4* or higher weapon ○ Lv6 relevant talents ○ Lv4-12 4* or higher artifacts	● Main Carry -most important ○ Lv80/80 character level ○ Lv80/80 4* or higher weapon ○ Lv7 talents (Mainly Normal Attack and/or Burst, but situational) ○ Maxed 4* or higher artifacts ■ Definitely maxed 5* artifacts at AR45-50 ● Support -second most important ○ Lv60/70 character level ○ Lv80/80 4* or higher weapon ○ Lv6 relevant talents ○ Lv6-16 4* or higher artifacts ● Support -same importance as last ○ Lv60/70 character level ○ Lv80/80 4* or higher weapon ○ Lv6 relevant talents ○ Lv6-16 4* or higher artifacts ● Healer Support ○ Lv60/70 character level ○ Lv80/80 4* or higher weapon ○ Lv6 relevant talents ○ Lv4-12 4* or higher artifacts

WL7+ AR50+ Team Outlook

Team 1	Team 2
● Main Carry -most important ○ Lv90/90 character level ○ Lv90/90 4* or higher weapon ○ Lv8+ talents (Mainly Normal Attack and/or Burst but situational) ○ Maxed 5* artifacts ● Support -second most important ○ Lv70/80 character level ○ Lv80/80 4* or higher weapon ○ Lv6 relevant talents ○ Lv16-20 4* or higher artifacts ● Support -same importance as last ○ Lv60/80 character level ○ Lv80/80 4* or higher weapon ○ Lv6 relevant talents ○ Lv16-20 4* or higher artifacts ● Healer Support ○ Lv60/80 character level ○ Lv80/80 4* or higher weapon ○ Lv6 relevant talents ○ Lv16-20 4* or higher artifacts	● Main Carry -most important ○ Lv90/90 character level ○ Lv90/90 4* or higher weapon ○ Lv8+ talents (Mainly Normal Attack and/or Burst but situational) ○ Maxed 5* artifacts ● Support -second most important ○ Lv70/80 character level ○ Lv80/80 4* or higher weapon ○ Lv6 relevant talents ○ Lv16-20 4* or higher artifacts ● Support -same importance as last ○ Lv60/80 character level ○ Lv80/80 4* or higher weapon ○ Lv6 relevant talents ○ Lv16-20 4* or higher artifacts ● Healer Support ○ Lv60/80 character level ○ Lv80/80 4* or higher weapon ○ Lv6 relevant talents ○ Lv16-20 4* or higher artifacts

Constant AR Exp Sources

- Commissions (AR35+)
 - 250 AR Exp per commission (10 primos per commission)
 - 500 AR Exp from collecting commission completion reward (20 primos)
- Weekly Elite Bosses
 - 300 AR Exp
 - 60 Original Resin
- Elite Bosses
 - 200 AR Exp
 - 40 Original Resin
- Domains
 - 100 AR Exp

- 20 Original Resin
- Ley Lines
 - 100 AR Exp
 - 20 Original Resin
- Wei
 - 18 AR Exp per kill

Resin Usage

Regeneration:

- 20 Original Resin : 2 hrs and 40 minutes
- 40 Original Resin : 5 hrs and 20 minutes
- 60 Original Resin : 8 hrs
- 160 Original Resin : 21 hrs and 20 minutes
- 180 Original Resin : 24 hrs

You can start using your **Fragile Resin** to replenish your Original Resin for...

*** does not mean you can't your regenerating Original Resin on these

- Character ascension materials from Elite bosses at AR 35.5 (AR35 plus the world level ascension quest)
- Weapon Ascension Material domains at AR40
- Talent Book domains at AR36
- Artifact domains at AR45
- Ley Lines of Revelation/Wealth at AR40

These are the ARs with the most efficient use of Fragile Resin for each specific domain, but feel free to use your Fragile Resin for character ascension materials, weapon ascension materials, and talent books at any time to progress faster. Artifacts are an absolute no until AR45. This does not mean you cannot use your Original Resin that regenerate every day on the domains listed above. I am talking about using Fragile Resin specifically. Only exception is Artifact Domains. Be at least AR40 before you start using even your Original Resin on these domains

To make your farming faster, convert 40 Original Resin into Condensed Resin which will cut your farming time into half since using Condensed Resin will double the rewards in Ley Lines and domains. If you have any leftover Original Resin, just convert to Condensed Resin to save for tomorrow. Note that you can't use Condensed Resin on Elite bosses. You get the Crafting Recipe for Condensed Resin from Ms. Yue in Liyue from reaching Liyue City Reputation Lv3 (that was a lot of yue sound in one sentence). You will need 1 [Crystal Core](#) and 40 Original Resin

When using the planner, plan what you want to use your day's worth of resin for. What you plan for first is as follows:

- Events
 - Events come first before any other Resin activity because they give good rewards and should be completed first before anything. Sundays are off limits
- Elite Bosses, Weapon Ascension / Talent Domains, and Ley Lines
 - Do these if there are no events and you need to farm them to upgrade something. Plan the needed domain days first and any day that is not filled up by domain farming can be filled in by needed Elite bosses or Ley Lines. Although, balance this yourself because it is up to you which is your priority at that time. Either ascending characters, ascending weapons, or upgrading talents. The reason you plan domains first is because they are different each day so you have to account for that first since Elite Bosses and Ley Lines do not have a rotation. Sundays are off limits
 - Artifact Domains come into play when you are AR45. Feel free to include them in your planning in this section along the Elite Bosses and Ley Lines
- Weekly Bosses
 - Do these on Sunday only since that's the last day to do them. This way you can ensure you are at your highest World Level possible before doing these high reward bosses. You will use up 180 Original Resin, which is 24hr worth of Original Resin, to fight Dvalin, Andrius, and Tartaglia. So, don't use any Original Resin past 8pm (20:00) on Saturday so that you can finish up the third weekly boss by 8pm on Sunday
- Here is my [personal planner](#). Feel free to gloss over it if you wanna see how I plan my two weeks in advanced

Multi Monster Farm Route/Guide

- Will cover most necessary monster loots you will need for character / weapon ascension from monsters
 - Does not have slimes but here is a [video](#) for any variations of Slime “...”
 - If you need to farm your [Wei](#) (4x a day) for achievement
 - Find the first Wei and kill him
 - This will spawn second Wei
 - Find the second Wei and kill him
 - This will trigger 12hr cooldown before the next two Wei can spawn in
 - Find the third Wei and kill him
 - This will spawn fourth Wei
 - Find fourth Wei and kill him

- This will trigger 12hr cooldown before the next two Wei can spawn in
 - If you need more [Electro Cicin Mages](#) for any variations of Mist Grass “...”
 - If you need more [Pyro Fatui Agents](#) for any variations of “...” Sacrificial Knife
 - If you need more [Samachurls](#) for any variations of “...” Scrolls
 - If you need more [Ruin Guards](#) for any variations of Chaos “...”
- I recommend being consistent with this at AR35+ but you can start at any time you deem necessary for yourself. I do this route once every day. But 3 times a week should be more than enough. I just enjoy being over prepared so later on I don’t have a hard time. Plus, it’s something to do. Here is the [video](#) explaining the route



Ore Route Guide

*** p.s. Please don’t steal resources from others. Ask them to join you in farming their resources with them so you both benefit or ask if you can take them solo. You can make friends that way too ;) Also, Cor Lapis and plant items (not found from investigatable or destroyable items) can only be redeemed by one person so give it to the host if you’re farming together

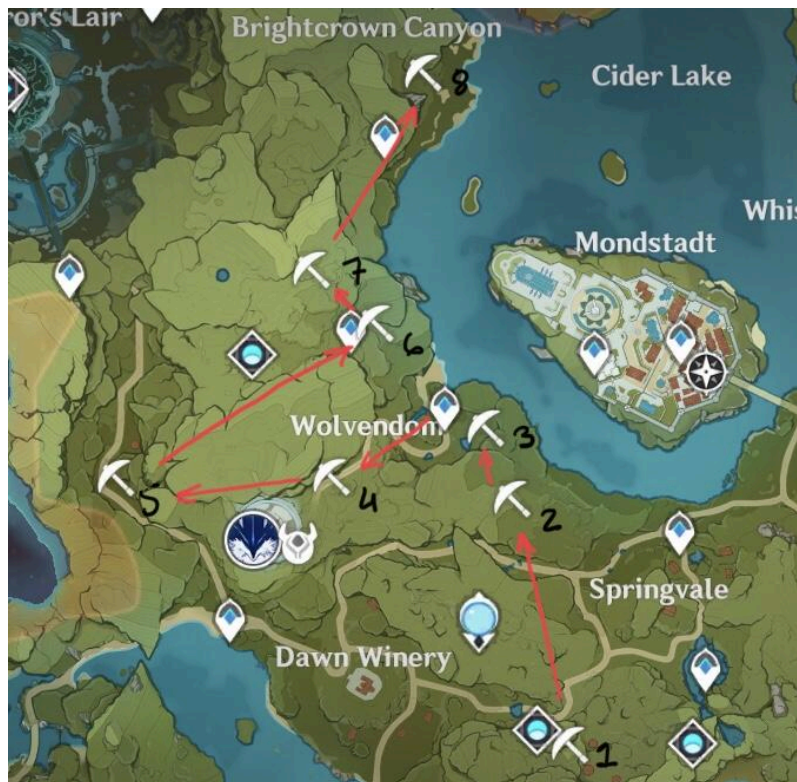
These routes are mainly for Crystal Chunks to forge into Mystic Enhancement Ores. You need to farm 120 Crystal Chunks to max out your daily limit. 3x a day for Simple Route. Join random people or friends and farm with them. 1x a day if you do the Comprehensive Route but you have to find three people to farm their world with this route the following three days while you wait for your Crystal Chunks to respawn since Crystal Chunks respawn 72 hours after you mined them

Simple Route

There are a maximum of 6 daily respawnable spots in Mondstadt and 10 in Liyue. I will show you all the different common spots and just go through each of them to mine the spots

Mondstadt:

Go through 1-6. If the first 6 spots had Magic Crystal Chunks present then you are done. If not, then continue to 7-8 until you have mined 6 total spots that had Magic Crystal Chunks

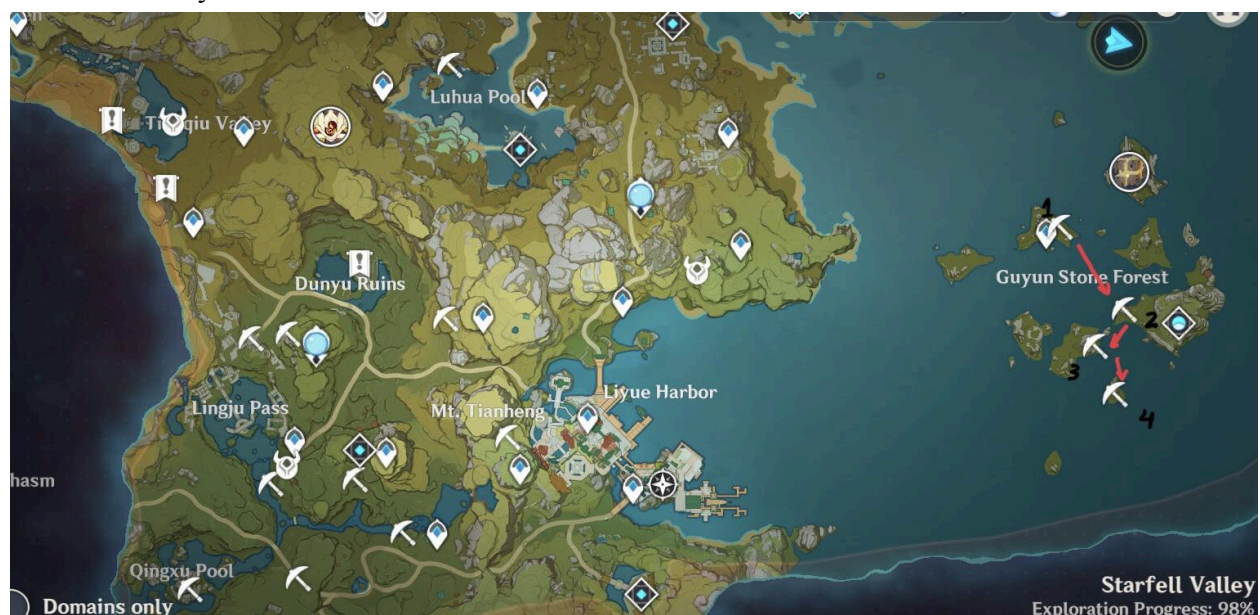


Liyue:

There are two common possible patterns. Note that there are more but are rather complicated to explain so just use this [Reddit Post](#). The pattern of 10 spots that are all in mainland Liyue or...



4 spots in Guyun Stone Forest plus 6 of the 10 spots in mainland Liyue. A tip is to check for this route first because if one of the 4 spots in Guyun Stone Forest spawned, then all of them spawned. So check one spot here and if it didn't spawn then you know the 10 total spots are all in Mainland Liyue



Comprehensive Routes

This very cool guy in this [video](#) will explain the complicated route very well and teach you the fastest and most efficient route. Here is a map guided style from [Reddit](#) if you prefer that

Specific Ores

[Electro Crystal](#)

[Cor Lapis](#)

[Noctilucent Jade](#)

[Starsilver](#)

Food Route / Guide

[Here](#) are all the food recipes and location (and [another](#))

[Here](#) is a quick summary of said recipes (they are continuously updating and some recipes aren't on there)

Local Specialties

* means not a specialty but exclusive to that region. Respawns every 48 hours after harvesting them unless otherwise noted

Monstadt	Liyue	Dragonspine	Future regions...
Small Lamp Grass Valberry Windwheel Aster Wolfhook Berry Dandelion Seed Cecilia Philanemo Mushroom Calla Lily	Jueyun Chili Cor Lapis (72hr) Qingxin Violetgrass Noctilucent Jade Silk Flower Glaze Lily Starconch * Bamboo Shoot * Loach Pearl * Horsetail	* Starsilver * Strange Tooth (72hr) * Chilled Meat (24hr)	

Most Efficient Foods

Unlinked ingredients are listed in the following section

Food	Recipe	Purpose
Universal Peace	4 Rice 2 Lotus Head 2 Carrot 2 Berry	3* Burst Heal Restore
Northern Apple Stew	3 Raw Meat 3 Apple 1 Butter 1 Pepper	3* Burst Heal Restore
Sweet Madame	2 Fowl 2 Sweet Flower	2* Burst Heal Restore
Mushroom Pizza	4 Mushroom 3 Flour 2 Cabbage 1 Cheese	3* Regenerating Heal
Teyvat Fried Egg	1 Egg	1* Revive
Barbatos Ratatouille	4 Carrot 4 Potato 4 Onion	4* Reduced gliding / running stamina consumption
Sticky Honey Roast	3 Raw Meat 2 Carrot 2 Sugar	4* Reduced climbing / running stamina consumption
Noodles with Mountain Delicacies	1 Smoked Fowl 1 Onion 1 Cabbage	2* Burst Stamina Restore (the amount of times this has saved me from drowning is embarrassing)
Adeptus' Temptation	4 Ham 3 Crab 3 Shrimp Meat 3 Matsutake	5* Atk / Crit increase
Jade Parcels	3 Lotus Head 2 Jueyun Chili	4* Atk / Crit increase

	2 Cabbage 1 Ham	
Cold Cut Platter	1 Ham 1 Bacon 1 Sausage 1 Mint	3* Physical Dmg increase
Golden Crab	5 Egg 5 Flour 4 Crab 2 Salt	4* Def / Healing increase
Goulash	2 Chilled Meat 2 Carrot 1 Tomato	2* Sheer Cold rate decrease

How to get ingredients

Ingredient	Recipe	Where/How to get
Potato	n/a	- General Goods Store (Monstadt City) - Second Life (Liyue Harbor)
Pepper	n/a	- General Goods Store (Monstadt City) - Second Life (Liyue Harbor)
Cabbage	n/a	- General Goods Store (Monstadt City) - Second Life (Liyue Harbor)
Onion	n/a	- General Goods Store (Monstadt City) - Second Life (Liyue Harbor)
Salt	n/a	- General Goods Store (Monstadt City) - Second Life (Liyue Harbor)

Shrimp Meat	n/a	• Second Life (Liyue Harbor)
Rice	n/a	
Flour	Process • Wheat moo	• You can buy: ○ 100 Wheat from General Good Store ○ 100 Wheat from Second Life
Ham	Process • 2 Raw Meat • 1 Salt	• You can buy: ○ 10 Raw Meat from Draff (Springvale)
Bacon	Process • 2 Raw Meat • 2 Salt	• You can buy: ○ 10 Raw Meat from Draff (Springvale)
Sausage	Process • 3 Raw Meat	• You can buy: ○ 10 Sausage from Wanmin Restaurant (Liyue Harbor) ○ 10 Raw Meat from Draff (Springvale)
Smoked Fowl	Process • 3 Fowl • 1 Salt	• You can buy: ○ 10 Smoked Fowl from Good Hunter (Monstadt City) ○ 10 Fowl from Draff (Springvale)
Jam	Process • 3 Sunsettia • 2 Berry • 1 Sugar ○ Process ■ 2 Sweet Flower	• You can buy: ○ 10 Jam from Good Hunter (Monstadt City) ○ 10 Sugar from Good Hunter (Monstadt City) ○ 10 Sugar from Wanmin Restaurant (Liyue Harbor)
Butter	Process • 2 Milk	• You can buy: ○ 100 Milk from General Goods Store

		○ 100 Milk from Second Life
Sugar	Process ● 2 Sweet Flower	● You can buy: ○ 10 Sugar from Good Hunter (Monstadt City) ○ 10 Sugar from Wanmin Restaurant (Liyue Harbor)
Sweet Flower	n/a	● Grab them while you're out and about ● Character Expeditions
Matsutake	n/a	● Grab them while you're out and about ● Character Expeditions
Mushroom	n/a	● Grab them while you're out and about
Mint	n/a	● Grab them while you're out and about

Miscellaneous Ingredients (not exclusive to a region)

[Luminescent Spine](#)

[Frog](#)

[Butterfly Wings](#)

[Flaming Flower Stamen](#)

[Mist Flower Corolla](#)

[Crystal Core](#)

[Snapdragon](#)

[Fish](#)

[Pinecone](#)

[Vendors](#)

Above link has all the shops in the world that sell something. Look through for all the food shops.

Artifact Fodder Route

This [video](#) shows you the artifact route. I add on to the description box more locations of Artifact Spots via links of new YouTube videos as new regions introduce more of them

Here is a [map guided](#) route instead of a video

Farm these everyday for free artifact experience which gets harder to come across the higher your AR is just because of Original Resin limitations as well as less rewards from the game after you've claimed all the one time rewards

The artifact spots will either respawn every 12hr or 24hr. What I do is run this route in the morning and get everything. Then, I wait 12hrs from that time, which will be night by then, to get the 12hr artifacts. Then, another 12hrs go by and it will be morning and everything will have respawned again

Vendors that sell artifact fodder (5 artifacts per store; each being 2,000 Mora):

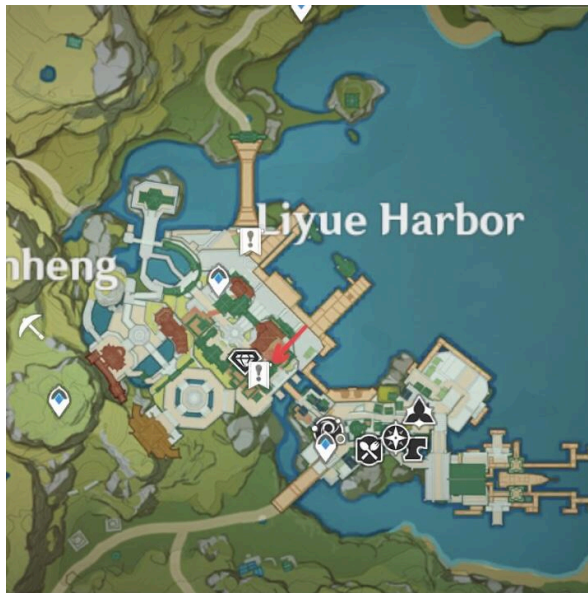
Shiliu (Monstadt City)



Zhang Shun (Liyue Harbor)



Linlang (Liyue Harbor at night)



Region-Specific Useful Resources

For the quest section of these resources, I will only include story or world quests that may be difficult or easily overlooked and not quests that are basic and easily completed. **Please contact me if you think there's certain quests you had trouble with and should be added here or other suggestions. My tags are above**

Monstadt

- Quests
 - [Posters and Billboards](#)
 - [Time and the Wind](#)
- Chests
 - <https://yuanshen.site/>
- Related Achievements
 - Look [here](#) for all types of achievements as well as hidden quests
- Anemoculus
 - Map:
 - <https://genshin-impact-map.appsample.com/#/>
 - Video:
 - [66 Anemoculus](#)

Liyue

- Quests
 - [Chi of Guyun](#)
 - [The Ocean Pearl](#)
 - [Nine Pillars of Peace](#)
 - [And the Treasure Goes to](#)
 - [Trials in Tianqui](#)
 - [Beidou's Ship](#)
 - [Book in the Woods](#)
 - [Luhua Landscape](#)
 - [Treasure Lost, Treasure Found](#)
- Chests
 - <https://yuanshen.site/>
- Related Achievements
 - Look [here](#) for all types of achievements as well as hidden quests
- Geoculus
 - Map:
 - <https://genshin-impact-map.appsample.com/#/>
 - Video:
 - [131 Geoculus](#)

Dragonspine

- Quests
 - [Ragged Records](#)

- [Stone Tablets](#)
 - [Treasure Boxes](#)
- [Drifting Bottles](#)
- [Untellable Tales](#)
- [Peak of Vindagnyr](#)
- Chests
 - <https://yuanshen.site/>
- Related Achievements
 - Look [here](#) for all types of achievements as well as hidden quests
- Crimson Agate
 - Map:
 - <https://genshin-impact-map.appsample.com/#/>
 - Video:
 - [79 Crimson Agates](#)
 - [80th Crimson Agate](#)

Enemy Resistances

									*Corresponding elemental resistance
	Slimes	10%	10%	10%	10%	10%	10%	10%	∞
	Hilichurls	10%	10%	10%	10%	10%	10%	10%	-
	Mitachurls	10%	10%	10%	10%	10%	10%	30%	-
	Samachurls	10%	10%	10%	10%	10%	10%	10%	50%
	Stonehide								
	Lawachurls (With Shield)	10%	10%	10%	10%	10%	70%	50%	-
	Lawachurls (Without Shield)	10%	10%	10%	10%	10%	70%	50%	-
	Ruin Guards	10%	10%	10%	10%	10%	10%	70%	-
	Ruin Hunters	10%	10%	10%	10%	10%	10%	50%	-
	Pyro Flower	35%	75%	35%	35%	35%	35%	35%	-
	Pyro Flower (Stunned)	10%	50%	10%	10%	10%	10%	10%	-
	Cryo Flower	35%	35%	35%	75%	35%	35%	35%	-
	Cryo Flower (Stunned)	10%	10%	10%	50%	10%	10%	10%	-
	Fatui Skirmishers	10%	10%	10%	10%	10%	10%	-20%	-
	Fatui Pyro Agents	10%	50%	10%	10%	10%	10%	-20%	-
	Fatui Electro Cicin Mages	50%	10%	10%	10%	10%	10%	-20%	-
	Treasure Hoarders	10%	10%	10%	10%	10%	10%	-20%	-
	Geovishap Hatchlings	10%	10%	10%	10%	10%	50%	30%	-
	Abyss Mages	10%	10%	10%	10%	10%	10%	10%	10%

*Corresponding element resistance example:
If it is a hydro samachurl, it will have 50% elemental resistance to hydro

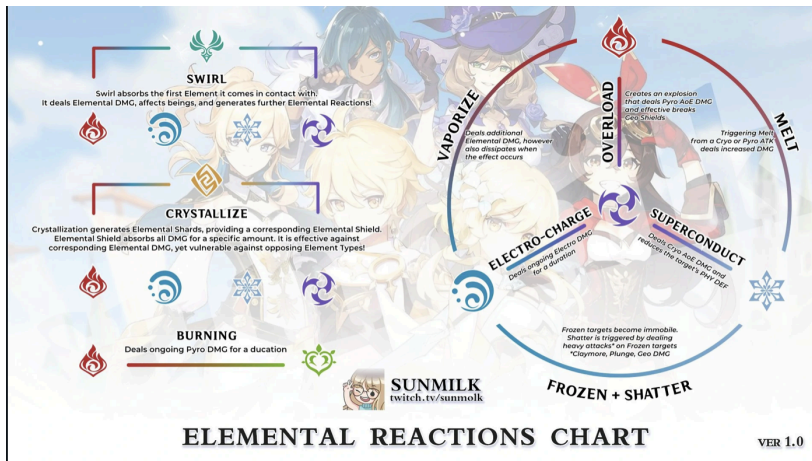
 Physical Resistance

Enemy Shield Counters

Use Anemo and Geo attacks if you don't have the listed elemental counters. Anemo attacks are the better choice of the two except against Anemo, Geo, or Dendro Shields which is where Geo attacks are better. One last thing to note is that Anemo or Geo attacks are not effective against most Fatui shields

Element	Enemy	Counters
Cryo	Cryo Abyss Mage Shield	Pyro attacks
	Cryo Fatui Skirmisher Shield	Pyro attacks
	Cryo Slime Shield	Pyro attacks
Hydro	Hydro Abyss Mage Shield	Cryo attacks
	Hydro Fatui Hydrogunner Shield	Electro attacks
Electro	Electro Abyss Mage Shield	Cryo attacks
	Electro Fatui Skirmisher Shield	Cryo attacks
Pyro	Pyro Abyss Mage Shield	Hydro attacks
	Pyro Fatui Skirmisher Shield	Hydro attacks
Geo	Geo Fatui Skirmisher Shield	Claymore = Geo = Overloaded attacks
	Geo Slime Shield	Claymore = Geo = Overloaded attacks
Anemo	Anemo Fatui Skirmisher Shield	Any non-Anemo/Geo/Physical attacks
Dendro	Wooden Shields	Pyro ~> Claymore = Geo attacks

Elemental Reactions



*** Reactions are a one time event and once their duration ends, participating elements in that reaction disappear. Although, this is a little wonky as some skill's element is "weaker" than others so they won't make the applied element disappear

*** There are no internal cooldowns for elemental reactions so you can continue to trigger them on the same enemy repeatedly however, there is an internal cooldown for applying an element with the same skill (element imbued attacks and elemental/burst skill)

*** Elemental Reactions cannot Crit. The only exceptions is Melt and Vaporize which are Amplifying Reactions that multiply the damage that trigger it

Elemental Mastery

Video on [Elemental Mastery](#) first because this is what confuses people the most

- Basically, there are characters that apply elements and then a character that triggers it which is when an elemental reaction occurs. Say you apply Electro with Lisa and then Pyro with Amber. The damage of that reaction, which is Overloaded, is influenced only by the Character Level and Elemental Mastery of Amber since she is the one to trigger it. Any skills from a character is considered that character even if they are not on the field anymore. For example, you apply Electro first with Lisa's elemental skill and then switch to Xiangling to use her elemental burst. When you switch back to Lisa with Xiangling's Burst and then proceed to trigger the Electro with Pyro from Xiangling's elemental burst, the Overloaded damage will be based off of Xiangling since it was her skill to trigger it even though she isn't on the field
- 300 is the sweet spot for Elemental Mastery (someone did the math and figured out the diminishing returns). However, the thing is that damage from reactions can easily be outperformed by damage from skills which can benefit from Crit Rate and Crit Dmg% as well. So unless that character is an Elemental Mastery scaling character like Sucrose, then it's not worth investing too much in Elemental Mastery through main stats of

artifacts. Just subs. Also, Elemental Mastery benefits Amplifying Reactions more than Transformative Reactions since Amplifying Reactions is based around damage of the attack, is not flat damage, and can benefit from Crit Rate/Dmg% which makes Sucrose such a good character for giving your Main Carries who utilize Amplifying Reactions like Melt or Vaporize a lot of Elemental Mastery

- Per 80 EM equals...
 - 15% damage increase to Vaporize and Melt
 - 36% damage increase to Overloaded, Superconduct, Electro-Charged, Shattered, and Swirl
 - 24% increase to damage absorption of shields made through Crystallize
 - A note about shields: If you have two shields on your character at once, both shields will take the incoming damage. If you have a shield that's 500 Hp and another that's 1000 Hp, it will not add up to a shield that's 1500 Hp. They will overlap and in reality, only the highest Hp or strongest shield based on elemental effectiveness should be taken into consideration. Taking 300 neutral damage will reduce both shields health by 300. So now you will have a shield with 200 Hp and 700 Hp. Take another 200 Hp, and the 200 Hp will break and disappear and you will be left with a 500 Hp shield (700-200). The question of which shield is stronger will vary when you have shields of differing elements and depends on your enemies

Amplifying Reactions

- These reactions do not do damage themselves, but rather increase the damage of the attack that trigger them which can take advantage of Crit Rate% and Crit Dmg%
 - Vaporize multiplies the damage that triggers it by...
 - 2x if it is Pyro+Hydro (2x the Hydro damage basically)
 - 1.5x if it is Hydro+Pyro (1.5x the Pyro damage basically)
 - Melt multiplies the damage that triggers it by...
 - 2x if it is Cryo+Pyro (2x the Pyro damage basically)
 - 1.5x if it is Pyro+Cryo (1.5x the Cryo damage basically)

Transformative Reactions

- These reactions do do damage and are separate from the skill damage that was used to trigger it. They are flat damage that cannot take advantage of Crit Rate% and Crit Dmg%
 - Electro-Charged
 - Deals ongoing Electro damage for a duration. Can jump onto nearby enemies if they are affected by Hydro

- The damage is based on the trigger character's Elemental Mastery and Level
 - Caps out at around 1171 at Lv90 and 0 Elemental Mastery
- Overloaded
 - Deals AoE Pyro damage in explosions that has some knockback
 - The damage is based on the trigger character's Elemental Mastery and Level
 - Caps out at around 1924 at Lv90 and 0 Elemental Mastery
- Superconduct
 - Deals AoE Cryo damage and reduces the target's Physical Resistance as well as those hit by the AoE Cryo damage
 - The damage is based on the trigger character's Elemental Mastery and Level
 - Caps out at around 487 at Lv90 and 0 Elemental Mastery
- Freeze
 - CC's enemy by freezing them
 - If you attack Frozen enemies with Claymore or Geo attacks, it causes Shatter which deals extra Physical Damage
 - This damage is based on the trigger character's Elemental Mastery and Level
 - Caps out at around 1458 at Lv90 and 0 Elemental Mastery

Special Transformative Reactions

- Swirl
 - Any element+Anemo is the only option so the damage is only based on the Anemo character's Elemental Mastery and Level. This makes sense because you can't apply Anemo on enemies to begin with, unless they have innate Anemo, in which case it isn't necessary to have an Anemo to trigger a Swirl, just a different element
 - Damage caps out at around 578 at Lv90 and 0 Elemental Mastery for all the different Elemental versions of Swirl
 - Swirl spreads the element it was paired with. The spreading of this element through Swirl will also deal damage to nearby enemies
 - The Swirl reaction damage is the damage of the non-Anemo element involved in the Swirl (Geo excluded since it does not react with Anemo, vice versa). If a Swirl consists of Pyro + Anemo, the Swirl damage is the Pyro damage when the Swirl is triggered. You will see a red number along a blue-green number if you want to confirm this. The Swirl damage cannot crit, but the Anemo damage involved in producing the Swirl reaction can crit

- A subclass of Swirl (but is separate from swirl) is Elemental Absorption
 - This is when an Anemo skill like Sucrose and Venti burst absorbs an element. Now, that burst will deal both Anemo damage and the absorbed element's damage based on Sucrose or Venti's Atk instead of Elemental Mastery and Level because it is not an elemental reaction, but rather a feature of Anemo characters' certain skills.
 - It acts similar to Swirl as it will spread the element to other enemies. Elemental absorption is a feature linked to persisting Anemo skills that can apply the absorbed element every time the skill ticks. Since the skill does Anemo damage to begin with and will deal the damage of whatever element it absorbs, it will continuously trigger Swirl every tick of the internal cooldown for elemental application on top of the separate Anemo and the absorbed element's damage...
 - ...the Swirl is triggered around every two seconds (4 ticks) because there is an internal cooldown when applying an element with the same skill so we can't produce Swirl every time the skill ticks and deals the Anemo and absorbed element's damage. This is the reason when you use Diluc's Q elemental burst and imbue your normal attack with Pyro and hit the Electro Hypostasis' Electro reviving crystals, it will not trigger Overloaded on every hit because normal attacks count as the same skill and cannot attach Pyro on every attack due to its internal cooldown. Although, Diluc's elemental skill will count as three separate skills since it has three stages and will trigger three Overloaded consecutively. Another example is adding Pyro to a Ruin Guard and then switching to Barbara to trigger Vaporize with her normal attack making the participating elements disappear. After that, she cannot apply Hydro right away until after about two seconds...
 - In Venti's case, his elemental burst ticks 20 times for the Anemo and absorbed element's damage. While Swirl is triggered around every 4 ticks from the Anemo and absorbed

element reacting with each other on the enemy

- ... what this means is that you can trigger multiple reactions within these skills which is what makes Anemo characters like Venti top tier supports with extremely high damage. His burst becomes a Trigger Support in a sense when the Anemo and absorbed element will interact with each other. And this Swirl damage is based on the Anemo character's Elemental Mastery. Note that the absorbed element is now considered the Anemo character's. On top of that, the burst is also an Aura Support (which is what we're using Elemental Absorption for in most cases) where your Main Carry can apply their element to cause reactions with the absorbed element. I have not seen an introduced element interact with the Anemo to produce Swirl. It seems that the Anemo will only interact with the absorbed element and not any introduced elements after that. Although, the frequency of the introduced element's application will determine the frequency of the reaction between the absorbed element and introduced element

- I tried using Venti's elemental burst and applied Hydro with Barbara's normal attack to create Anemo + Hydro (absorbed element) Venti elemental burst. Then I applied Pyro with Klee in two different ways. I tried normal attacking and I saw that it would proc Vaporize (Hydro + Pyro), but in between my normal attacks, Venti's elemental burst was able to trigger Swirl every time. Then I tried doing the same thing but my Pyro application this time was through Klee's elemental skill. The bomb would apply Pyro and the mini bombs afterwards would too as well which meant multiple opportunities for Pyro application. This experiment only triggered Vaporize (Hydro + Pyro) and Swirl was never triggered

- Crystallize

- Geo attacks against enemies create shield crystals with elemental properties based on the enemies' innate element. Pick up these crystals to create a shield of the corresponding crystal element on your active character. The shield is most effective against the same element the shield

is. Note that it will block incoming damage but not the application of their element. You can still gain the Wet status (as well as all the other ones) even if you have any kind of shield active

- The shield health of a Geo character's shield made from Crystallize is based on the Geo character's Level capping out at 1421 at Lv90
 - Shield strength can then be increased by acquiring more Elemental Mastery. Basically, the Shield's health is multiplied by the bonus your Elemental Mastery gives
- An example of Crystallize:
 - If you attack a Pyro slime with Nigguang, it creates a Pyro shield crystal. Pick this up to create a Pyro shield which is most effective (takes less damage from..) against Pyro.
 - Your shields can have elemental reactions performed on them by enemies like how you can against enemies' shields. So this brings up the question if your shield can be broken faster if it is attacked by an element it is weak against (I am going to say yes since it can have elemental reaction done to it. Also, I'm too lazy to test this since it isn't even relevant but rather niche information). But this isn't a realistic situation since the main way to create shields is through a Geo character's Geo damage which will drop a shield type corresponding to the attacked enemy's element (if the shield is not a skill created shield like Noelle's) so how would you create a shield that is weak against an enemy if you create the shield based on what that enemy is ineffective against. The only realistic cases where this info would be useful is bringing characters that make shields through their skills like Diona and Xinyan or fighting groups of enemies that include opposing elements where the case of opposing elements and shields will interact
 - Dendro (Burning)
 - As of right now, Dendro Samachurls are the only thing that can apply Dendro. When you have Dendro status, if you react with Pyro (not sure if you can have Pyro first and then Dendro), you experience continuous Pyro damage like how you would if you stood on burning grass except the continuous damage stays with you until the duration ends. When you have this reaction on you, you can spread Pyro to whoever you come in contact with and the continuous Pyro damage is higher than that of the Pyro damage you take on burning grass. The best example of this reaction is

how the Dendro slime reacts to Pyro damage. It lights on fire and can spread it everywhere on the grass

Energy Particles and Efficiency

Energy is what your elemental burst require to be able to be used (different between each character) and the table below show what each Energy entity gives you

Energy Values

	Same Element Particles	White Particles	Different Element Particles	Same Energy Orb	White Energy Orb	Different Element Orb
Active character	3	2	1	9	6	3
Inactive characters	1.8	1.2	0.6	4.5	3.6	1.8

If you have 100% Energy Recharge you will pick up an Energy particle/orb at 1x their value
White Energy Particle = 2 Energy

If you have 200% Energy Recharge you will pick up an Energy particle/orb at 2x their value
White Energy Particle = 4 Energy

Your goal when building Energy Recharge% is to reach the threshold of 165%

How to Get Energy

- damaging small enemies like Hilichurls to Hp thresholds of 50% and 0%
- damaging large enemies like Mitachurls to Hp thresholds at 75%, 50%, 25%, 0%
- hitting an enemy with an elemental skill
- using weapons that give Energy particles

Here's a [video](#) explaining in-depth how to be efficient with your Energy particles/orbs. To summarize it, you want to be allowing your Supports to be absorbing the Energy entities they just created. When you use their elemental burst, wait until they absorb the Energy entities before switching out to another character. In the meanwhile, attack with them to get some dps in and

maybe generate some more Energy entities with their elemental skill. You want to do these for your Support because they are not out on the field generating Energy for themselves. They get most of it from the Energy entities your Main Carry produces. So your Main Carry won't have a hard time having uptime on their elemental burst, but your Supports will. This way you can have easier uptime on your Supports' elemental burst

Having characters on your team with the same element is beneficial for energy recharge. Since they are the same element, when one of them creates an Elemental Energy Particle, all characters with the same element will benefit more than the characters that are different elements. This is because of how much energy you get in different scenarios of elemental particles listed in the section "Energy particles and Efficiency." They will get their elemental burst often and this is especially true when one of the elements is the main carry since they will be on the field constantly generating elemental energy particles. This is useful when there are troublesome characters on your team that have trouble getting their elemental burst quickly. This is especially true for Geo characters which is why you see two Geo characters being run together in Geo team comps

Sacrificial vs Favonius for 4* Energy Recharge Weapons

TLDR: The most important factor is if your character can at least generate 3 or more Elemental Energy. The Sacrificial weapons will beat Favonius weapons in Energy gain at that point given their skill can deal damage to even use the passive of the Sacrificial weapons

You can use Favonius weapons if the character has:

- 60-80 Energy cost for elemental burst
- short cooldowns (15 sec or below) for their elemental skill (not a requirement)
 - More useful for persisting elemental skills but is good for persisting skills as well
- can or can't deal damage with their elemental skill
- generates 2 or less Elemental Energy Particles with elemental skill

You must Crit which means you have to deal damage. Shields will block damage and not allow you to Crit to take advantage of this weapon's passive. You can Crit through normal attacks, elemental skills, and elemental bursts. Note that the character who has the Favonius weapon must be active (on the field) for the passive to work. Also, that passive only applies to the normal attacks, elemental skills, and elemental burst of the character who has it equipped

- An example: let's say you have Favonius Sword on Xingqui. You use his elemental burst and switch to another character. Even if his elemental bursts (Raincutter) Crits, it will not create Energy because Xingqui himself is not out on the field and that elemental burst belongs to him

- Another example: let's say you have Favonius Sword on Xingqui and Favonius Warbow on Fischl. You use Fischl's elemental skill (Oz) and then switch to Xingqui. Even if Oz Crits, it will not create Energy for Xingqui since Fischl is not active and that skill belongs to her
- Ps Xingqui is better with Sacrificial and not Favonius since he gives 4 Elemental Energy Particles with his elemental skill which is amazing with Sacrificial's weapon passive

You can use Sacrificial weapons if the character has:

- 60-80 Energy cost for elemental burst
- long cooldowns (20+ sec) for their elemental skill (not a requirement)
 - Less useful for persisting elemental skills and should not be used with characters who have them
- has to be able to deal damage with their elemental skill
 - If you're using these weapons mainly to regenerate Energy, make sure they can deal damage with their elemental skill. You wouldn't want to give the Sacrificial Greatsword to Noelle who makes shields with her elemental skill which won't damage enemies rendering this weapon's passive useless
 - It's even better if they have more than one instance of damage from their elemental skill
 - Diona's elemental skill is almost always guaranteed to reset your cooldown since she can create multiple damage instances. Each of those damage instances has a chance to proc the passive. Someone like Venti only has one damage instance for his elemental skill so you rely more on chance
- generates 3 or more Elemental Energy Particles with elemental skill

Sacrificial weapons are also great for characters who have extremely high damage scaling on their elemental skill. This weapon makes it possible for you to use it twice in a row to deal high damage so it doesn't matter what their cooldown is if this is why you're using this weapon

Weapon	Base Atk At Lv90	Main Stat At Lv90
Favonius Sword	454	61.3 Energy Recharge%
Sacrificial Sword	454	61.3 Energy Recharge%
Favonius Greatsword	454	61.3 Energy Recharge%
Sacrificial Greatsword	565	30.6 Energy Recharge%
Favonius Lance	565	30.6 Energy Recharge%

Favonius Warbow	454	61.3 Energy Recharge%
Sacrificial Bow	565	30.6 Energy Recharge%
Favonius Codex	510	45.9 Energy Recharge%
Sacrificial Fragments	454	221 Elemental Mastery

RR1 Favonius vs RR1 Sacrificial and RR5 Favonius vs RR5 Sacrificial

This section is strictly for **Energy Recharge** purposes and if the character is continuously active. I am disregarding other factors such as if the passive of Sacrificial will benefit a character more than the passive of Favonius. And how you play the character will definitely affect which weapon will fit them more

- For example:
 - I give Venti Favonius Warbow because I have high enough Crit Rate% to proc the weapon passive often. He is also someone I will be often be switching to since his elemental burst is spammable with a cooldown of 15 sec which is 2 sec off the cooldown of RR1 Favonius Warbow's weapon passive. And I can ensure I proc the passive because his elemental burst deals multiple instances of damage for multiple opportunities to Crit and proc the weapon passive and get me my elemental burst back before its cooldown is over. Thus, my uptime of this weapon's passive is high because I can proc the weapon's passive consistently before I need to switch out to a different character which is the key point here since Favonius' passive won't work if the user is not active. With Sacrificial Bow, it only resets the cooldown of Venti's elemental skill which already has a low cooldown and only gives 2 Same Elemental Energy Particle making it not worth it unless you are looking to spam his elemental skill for high damage. But remember there's a high cooldown for Sacrificial Bow at RR1
- On the other hand:
 - I might give Sacrificial Sword to Xingqui because I only switch to him to use his elemental skill and burst and then switch right away to a Main Carry. He won't be out enough to proc the Favonius' passive unless he has high Crit Rate% making it useless especially since his elemental burst only deals damage when you attack which you won't be doing with Xingqui. His only chance to proc Favonius is through his elemental skill and it's not ideal if your Crit Rate is not high enough or the RR of Favonius Sword is low. But with Sacrificial Sword I can spam his elemental skill to get a lot of Energy back before I need to switch him out and it works well with his long cooldowns on his elemental skill and burst. And the

main reason we want Sacrificial on him is because he generates 4 Elemental Energy Particles consistently with his elemental skill which works well with Sacrificial weapons' passive

My [calculations](#) that show maximum potential Energy gains from each weapon

Sword for active character

- RR1 Favonius Sword (requires at least 35% Crit Rate)
 - RR1 Sacrificial Sword if the elemental skill
 - deals 2+ damage instances
 - creates 3 Same Elemental Energy Particles
 - has a cooldown of 30 sec or below
- RR5 Favonius Sword (requires at least 35% Crit Rate)
 - RR5 Sacrificial Sword if the elemental skill
 - deals 1+ damage instances
 - creates 3 Same Elemental Energy Particles
 - has a cooldown of below 16 sec or below

Both are the same value Energy Recharge%-wise on characters that are inactive most of the time. Although, I would prefer Sacrificial because inactive characters (basically the Support characters) are mostly used for skills so they won't be able to take full use of Favonius

Claymore for active character

- RR1 Favonius Greatsword (requires at least 35% Crit Rate)
 - RR1 Sacrificial Greatsword if the elemental skill
 - deals 2+ damage instances
 - creates 3 Same Elemental Energy Particles
 - has a cooldown of 30 sec or below
- RR5 Favonius Greatsword (requires at least 35% Crit Rate)
 - RR5 Sacrificial Greatsword if the elemental skill
 - deals 1+ damage instances
 - creates 3 Same Elemental Energy Particles
 - has a cooldown of below 16 sec or below

The Favonius weapon will definitely allow you to recharge more. So just choose based on the checklist from the section above whether Favonius or Sacrificial is what you want for the role your character is doing

Polearm for active character

- RR1 Favonius Lance
 - No Sacrificial equivalent
- RR5 Favonius Lance

- No Sacrificial equivalent

The Favonius wins as there is no Sacrificial weapon for the Polearm

Bow for active character

- RR1 Favonius Warbow (requires at least 35% Crit Rate)
 - RR1 Sacrificial Bow if the elemental skill
 - deals 2+ damage instances
 - creates 3 Same Elemental Energy Particles
 - has a cooldown of 30 sec or below
- RR5 Favonius Warbow (requires at least 35% Crit Rate)
 - RR5 Sacrificial Bow if the elemental skill
 - deals 1+ damage instances
 - creates 3 Same Elemental Energy Particles
 - has a cooldown of below 16 sec or below

The Favonius weapon will definitely allow you to recharge more. So just choose based on the checklist from the section above whether Favonius or Sacrificial is what you want for the role your character is doing

Catalyst for active character

- RR1 Favonius Codex (requires at least 35% Crit Rate)
 - RR1 Sacrificial Fragments if the elemental skill
 - deals 2+ damage instances
 - creates 4 Same Elemental Energy Particles
 - has a cooldown of 30 sec or below
- RR5 Favonius Codex (requires at least 35% Crit Rate)
 - RR5 Sacrificial Fragments if the elemental skill
 - deals 1+ damage instances
 - creates 4 Same Elemental Energy Particles
 - has a cooldown of 16 sec or below

Energy Recharge%-wise, Favonius Codex is better for inactive characters (basically Support characters) because Sacrificial Fragments does not offer Energy Recharge% as main stat

Team Building

Teams are built off of reactions as well as different strategies and who your enemies are. Here is a solid [video](#) that literally embodies the essence of my tips. Although, 1 Main Carry and 3 Supports is a solid setup, 2 Main Carries and 2 Supports will also work well. The most important aspect of team building is how well the characters synergize with each other

Team Roles:

A team will usually have, but are not limited to:

- 1 Main Carry
 - They deal a lot of damage through normal attacks and/or skills and are the character out on the field most of the time. For the most part these are characters with low cooldowns like Keqing and Diluc with high damage scaling normal attacks, but it's not a requirement
- 3 Supports
 - Supports can hit multiple of the Criteria below like Bennett who is a main Healer but is also an Aura/Trigger and a Buffer. Supports are:
 - Aura (Primary Support)
 - They will provide an element for your Main Carry to trigger a reaction that can increase their damage so they don't necessarily need Elemental Mastery or Level or in fact any gear, but you still want to invest some resources into them so they can deal damage. They should not only be applying their element, but deal damage as well. The more constant they can apply their element the better, so lower cd characters or characters who have persisting skills that can constantly apply an element tend to be more useful here
 - An example is Klee (Main Carry) and Xingqui (Aura). Xingqui can provide constant application of Hydro through his skills for Klee to trigger for Vaporize which will cause her damage that triggered it to be multiplied by 1.5. A Cryo Aura is better for Klee since Cryo+Pyro doubles the damage that triggers it, I just chose Xingqui in this case
 - Etc...
 - Trigger (Primary Support)
 - They will be the one to trigger a reaction in which case their Elemental Mastery and Level becomes important. You will most likely use high burst, high cd skills to trigger reactions with, which is why high cd characters tend to be more useful in this category as opposed to other categories. It is important to make you're applying an element before the Trigger Support applies their element
 - An example is Klee (Main Carry) and Fischl (Trigger). Klee is going to be the one applying Pyro to enemies so Fischl's Oz (her elemental skill) can trigger it with Electro for the Overloaded reaction
 - Etc...

- Healer (Primary Support)
 - You need heals to sustain you since you can't rely on eating food and the Statue of Seven alone and is fogenerally a must Spiral Abyss in higher floors for every team. While some characters can heal, they may not be the best Main Healer Support as it may not be enough healing and thus are better off being used for other roles
 - Diona, Bennett, Xingqui, Noelle, Jean, Qiqi, and Barbara have capabilities of healing (either small or large)
 - Etc...
- Buffer (feature of Primary Support)
 - They can buff the team through Elemental Mastery, Atk, Movement Speed, etc...
 - Sucrose is an amazing buffer because she can give her team tons of Elemental Mastery through the use of her skills and passives
 - Bennett can increase the Atk of characters inside his elemental burst's radius
 - Etc...
- Debuffer (feature of Primary Support)
 - They can debuff enemies through Resistance Down, Atk Down, Crowd Control, etc...
 - The artifact set Viridescent Venerer can turn any Anemo character into a debuffer since it allows to decrease the Elemental Resistance of enemies through Swirl
 - A Cryo character in a Hydro team or Hydro Character in a Cryo team to trigger Freeze for Cc
 - Etc...
- Burst (feature of Primary Support)
 - They have high damage elemental bursts preferably with low cooldowns and low Energy cost, etc...
 - Venti is a great example of this. He can basically spam his elemental burst off cooldown because his burst gives him a lot of Energy back as well as his hidden stat being Energy Recharge%
 - Zhongli, Mona, Xingqui fit in this role as well with very high damage elemental bursts
 - Etc...
 - A subclass of Burst Supports are Elemental Skill Spammers who are characters that deal a lot of their damage through persistent elemental skills

- Prominent Elemental Skill Spammers are Albedo and Fischl who have persistent elemental skills that deal hefty amounts of damage
 - Battery (feature of Primary Support)
 - They have elemental skills or burst that give back a lot of Elemental Energy Particles that can help the team get their elemental bursts back faster. They are particularly used for teams that have main carries that cannot generate enough Elemental Energy Particles to have high uptime on their elemental burst
 - Examples of characters that give good amounts of energy are:
 - Xingqui elemental skill : 4 Hydro Energy Particles
 - Sucrose elemental skill : 4 Anemo Energy Particles
 - Fischl elemental skill : 1 Electro Energy Particle per Oz attack
 - Venti elemental burst : 15 energy to characters with corresponding element to absorbed element in elemental burst

WIP Some Team Examples:

Superconduct team

- Required Elements:
 - Cryo + Electro / Electro + Cryo
- Purpose/Goal:
 - Trigger Superconduct which decreases the enemies Physical Resistance if they get damaged by the AoE Cryo damage
- Possible team and/or notes:
 - First and foremost, Superconduct teams are good if you are bringing a Physical damage Main Carry since Superconduct decreases Physical Resistance. A perfect candidate for a Superconduct team is Razor because he can apply Electro which is one of the required elements in this team. He also deals most of his damage through normal attacks which is Physical damage. Even using his Elemental Burst does not imbue his normal attacks with an element. So he will be our proposed Main Carry. Next we need a character that can provide Cryo and consistently too. Kaeya can be the perfect piece for this team as an Aura/Trigger Support since he has very consistent application of Cryo through his elemental skill and burst. After those two which is the core of the team, just fill up what is missing. We don't have a healer and I would choose to add either Qiqi or Diona to this team to have some battery synergies so the Cryo characters can recharge their bursts faster because when one of them

generates Cryo Energy particles, the other can benefit as well. Plus their Resonance is good as well. We are missing one more character for our team and at this point it can be anybody as long as it is not another Cryo or Electro character because we want to avoid duo element teams in general since they will be less efficient in certain scenarios. To top it off we can go for a Debuffer support like Sucrose or Venti to provide amazing Cc and group enemies up making it easier to deal damage to multiple enemies at once

- Here is a [Kaeya Superconduct](#) team as an alternative

Overloaded team

- Required Elements: Pyro + Electro / Electro + Pyro
- Purpose/Goal: Trigger Overloaded (highest damage elemental reaction)
- Possible team and/or notes:
 - Well we need to focus on synergy between our two cores which is a Pyro and Electro character. Nobody really creates an "Overloaded" team because teams come naturally AFTER choosing who you want to be as your Main Carry which is what should be what your team is focused on. We could go with an Electro or Pyro Main Carry, but seeing how Fischl is a very good 4* that's kind of f2p friendly. I think we should choose a Pyro Main Carry instead and have Fischl as our Trigger Support since she can constantly put out Electro through her elemental skill. Our Pyro Main Carry would be best if it was Diluc or Klee since they can apply Pyro fairly consistently. But if that is not an option then we can have a Support instead that can apply Pyro like Xiangling in our team so we can utilize Overloaded by using her elemental skill and burst. So that way, we don't have to have a Pyro or Electro Main Carry. One thing to note about Overloaded is that it can knock smaller enemies away which can make it a little annoying to chase after them after they've flown away (all Klee charged attack spammers know my pain) So after going down the route of Fischl plus Xiangling, just pick any Main Carry that you have and base your third Support to what works well with that Main Carry. People don't really build a team with a focus on Overloaded. It kinda just happens

Vaporize team

- Required Elements: Pyro + Hydro (2x dmg) / Hydro + Pyro (1.5x dmg)
- Purpose/Goal: Trigger Vaporize which will deal 2x damage if the order is Pyro then Hydro and 1.5x damage if Hydro then Pyro
- Possible team and/or notes:

- I think from now on I will just list out possible teams. I'm getting tired writing out all this lmao
- Childe and Bennett. These two are enough to put out extreme amounts of damage like. Apply Pyro first with Bennet's burst which will also give an attack buff to the character on the field. Switch to Childe and use his elemental skill far away enough from the enemy so it doesn't take away their Pyro status and then use Childe's burst. His burst will deal 2x damage. Your two other Supports should compliment Childe and Bennett and make it easier for them to do what they're doing. Sucrose to give EM and pull enemies together or Venti which sacrifices EM buff for better sucking action. After that, you can honestly just pick any support that will complement Childe when your elemental bursts are not up. Someone like Xiangling can be nice but this last spot is very flexible for any Support tbh
- So let's do the team above but with the roles reversed. We now have a Klee/Diluc Main Carry and Xingqui Aura Support since Xingqui can apply Hydro soo consistently as well as deal a lot of damage. He is up there in ratings among all the 4*. In this setup, the Pyro damage will be multiplied by 1.5x instead because we're applying Hydro first with Xingqui and triggering it with Pyro. The last two Supports are flexible like the last team. We definitely should have another Pyro character though to get the Pyro Resonance which gives us extra attack. Surprise, you know him, you love him, we are gonna put in Bennett as our Healer Support and give us that Resonance. Our last support could be Sucrose or Venti for the Cc and/or EM buff. An expensive version of this team is Diluc and Mona instead for Mona's high damage elemental burst. I know I'm using a lot of 5* to make these teams, but it isn't so much the characters here but how they are working together to create a team that flows well and whatnot. I hope yalls understand my drift. Also, fun fact: If you want the fastest way to get Tendonitis, go ahead and mine 120 Crystal Chunks everyday on mobile Genshin Impact

Melt team

- Required Elements: Cryo + Pyro (2x dmg) / Pyro + Cryo (1.5x dmg)
- Purpose/Goal: Trigger Melt which will deal 2x damage if the order is Cryo then Pyro and 1.5x damage if Pyro then Cryo
- Possible team and/or notes:
 - I personally love running Chongyun with Diluc because they have some great synergy together. You can use Chongyun's elemental skill to apply Cryo then attack with Diluc's elemental skill to trigger Melt for 2x damage. After, normal attack with Diluc 2x or 3x to apply Cryo then

elemental skill again for the 2x damage. Repeat until you've used up all of Diluc's elemental skill. I pair this with Bennett and Venti and they literally carry themselves in every Floor of Spiral Abyss. If you don't have both, you can go Diluc Chongyun Xiangling and a Healer Support of your choice. Chongyun is a great candidate of the Noblesse Oblige set because his cooldown is the same as the 4pc NO set's cooldown meaning, if you can spam Chongyun's elemental burst, you can have 100% uptime of the 4pc NO set.

- Here is a [video](#) talking about a Keaya Main Carry Melt team which is pretty solid and rather f2p friendly

Perma-Freeze team

- Required Elements: Cryo + Hydro / Hydro + Cryo
- Purpose/Goal: Trigger Frozen by applying Hydro and Cryo in whichever order which in turn freezes enemies permanently
- Possible team and/or notes:
 - This kind of team is simple to set up. These kinds of team function exceptionally well when you have Xingqui who is the best Hydro Aura Support. There are many different combos you could do:
 - Childe + Kaeya
 - Kaeya + Xingqui
 - Ganyu + Xingqui
 - Ganyu + Mona
 - Barbara + Chongyun
 - Barbara + Kaeya
 - Etc...
 - These duos are good at freezing but if you really want to cheese the freezing and never let your enemies walk again then add another Cryo and Hydro character and so you have have two Cryo and two Hydro characters on your team
 - Here is a [video](#) talking about these kinds of set-up (requires Childe (not anymore since we have ayaka))

WIP Electro-Charged team

- Required Elements:
- Purpose/Goal: Trigger
- Possible team and/or notes:
- July 20, 2021: Fuck this one i'm not finishing this. Too tired and I'm not even getting paid to do this

How do I set up my own teams?

1. Choose a Main Carry
 - a. Must have high scaling and damage output
 - b. Bonus points if they can attack more than one enemies at the same time
2. Consider this Main Carry's element, their main damage source (physical or elemental), and their associated Elemental Reactions. With this, choose a Support that will complement these aspects
3. Choose your second Support based on what your first can't supply while still being able to support your Main Carry
4. Choose your third Support based on what your second can't supply while still being able to support your Main Carry
5. Voila! You have created your very own team

4* Characters only example:

1. I decide that I want to use Razor as my Main Carry because he has high damage, a claymore that can attack multiple enemies, and can deal with some shields. He is an Electro character that deals most of his damage through Physical damage. His elemental burst summons a wolf that deals Electro damage and attacks alongside his physical damage normal attacks. His elemental skill does Electro damage. As we can see, he is definitely more of a Physical damage Main Carry because his normal attack does not get imbued with an element and is always Physical damage
2. We know Razor's selling point is his Physical damage and he is an Electro character. The elemental reactions that are available to him as an Electro character are Electrocharged, Superconduct, and Overloaded. This should be an easy choice and it is Superconduct. You should aim the team around Razor for Superconduct because it decreases the enemy's Physical resistance which will inherently boost Razor's damage. Knowing this, at least one of our three Supports needs to be Cryo. This could be Kaeya and he will fill the role of Cryo Aura Support
3. So what are we missing now? Well we absolutely need a Healer Support. Out of the 4* roster, I think it would be beneficial to use Diona for an additional Cryo Aura Support as well as a Healer Support. She will work well with Kaeya as they will help each other build up their elemental bursts faster as well as provide the Cryo Resonance for the team
4. We are missing our last Support so let's ask ourselves what more could this team need. We have the means necessary to trigger Superconduct already as well as our heals. We could grab a character with Cc, another Electro character to apply more Electro to enemies and give Razor more energy, a character that can work with Razor to proc a different element, or a character that can deal with enemies our team is weak against (especially Shields). Well, Cc is great all around and introducing another element to the team to deal with a shield as well as help create a different reaction is helpful. We wouldn't want another Electro character because that would make a team of 2 mono

elements which is weak as it will be defenseless against certain scenarios like certain slimes and certain shields. If we maybe took out Kaeya or Diona for a different element then we could have another Electro character in the team. So, it's between a Cc or new element character and this is up to you which you prefer more. I personally would go for a new element to take care of what the team can't. So a Pyro character like Xiangling could work very well here. If we had three different elements at this stage of the team building process, I would have definitely gone for a Cc character like Sucrose. Maybe if we had chosen Bennett over Diona then we could go for a Sucrose as a Cc character because Razor, Bennett, and Kaeya can take care of each other's weakness already

5. Our final team is:

- Razor (Physical Damage Main Carry)
- Kaeya (Cryo Aura Support)
- Diona (Cryo Aura/Healer Support)
- Xiangling (Pyro Trigger Support)

Solid alternative team with Cc:

- Razor (Physical Damage Main Carry)
- Kaeya (Cryo Aura Support)
- Bennett (Pyro Aura/Healer Support)
- Sucrose (Anemo Trigger/Debuffer Support)

Artifacts Sets Infoguide

- Flower of Life is flat Hp
- Plume of Death is flat atk
- The last three slots all have Atk%, Hp%, Def%
 - Sands of Eon has Elemental Mastery and Energy Recharge%
 - Goblet of Eonothem has Element Specific / Physical Dmg Bonus%, Elemental Mastery
 - Circlet of Logos has Crit Rate, Crit Dmg, Elemental Mastery, Healing Bonus%, and 1 pc sets

Early Game Sets to use

Main Carry	2pc Berserker 2pc Gladiator (2pc Exile as substitute)
Aura Support	2pc Berserker 2pc Exile
Trigger Support	4pc Instructor

Healer Support	4pc Exile
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In the early game do not worry about the sets too much. It is nice if you can complete them for the extra bonuses, but in the beginning you're just looking for usable main stats and not subs until you start getting 4* artifacts regularly. I don't recommend upgrading 3* and below. Just 4* and above because you will get 4* before they become necessary so you don't need to waste a lot of resources here. But if you must, you can level up your 3* artifacts to Lv12 if they're on your Main Carry

Artifact sets that some of the Supports in your team should have if it allows for it:

- (1 per team) Noblesse Oblige for one of your Supports
- (1 per team) Maiden's Beloved for the Healer Support
- (1 per team) Viridescent Venerer for the Anemo Support
- (1 per team) Archaic Petra if you have a Geo Support

While it's best to only have 1 of these sets per team, it is ok to have at most 2. I have Bennett and Chongyun on 4pc NO in the same team because just to make sure I have 100% uptime on the 4pc NO passive bonus

Resources

- [Artifact Sets for each Character](#)
 - This is a good resource for which artifacts go best with each character in their respective role
- [All the sets](#)
- [Damage Explanation](#) & [Damage Calculator](#)
 - for when you are swapping out artifacts and want to see the change in total dps
 - The damage formula for non Critical attack is (base attack * %ATK buffs + artifact flat ATK including feather) * skill damage multiplier * Crit Dmg multiplier * (external bonus damage sources + %elemental/physical damage)
- [Artifact Domain Video Guide](#)

Is my artifact good enough to Lv20?

This will boil down to what the artifact's set bonus is, what the main stat is, and what the subs that rolled into the artifact are. We will skip the first two qualifications because you will already know what set bonus and main stat you need per character and won't use an artifact if they don't fit your needs. So let's just jump to the sub requirements

In the section, "General Main Stats Build," I list what subs are important for each role, but note that some subs are interchangeable for the third and fourth slot based on your character. Even the

first and second slot is interchangeable if another stat will definitely benefit the character more than what I recommended. Sometimes people wanna run janky characters like Barbara Main Carry... you lunatics

Minimum Requirement for a “Good Artifact”

Although you may want to Lv20 certain 5* artifacts that are hard to come by even if their subs are not the best. Artifact main stats such as Crit Rate% and Crit Dmg% and any Element and Physical Type Bonus Dmg%. If these are also completing your bonus set then it may be worth to Lv20 them as well. The guideline below is fairly strict and what I would consider late endgame decision making for leveling artifacts

5* artifact with 3 starting subs (1/3 of the subs is in top 2)	5* artifact with 3 starting subs (2/3 of the subs is in top 2)	5* artifact with 4 starting subs (2/4 of the subs is in top 2)
Lv0-4 - The new sub is the other top 2 sub... - otherwise not worth unless you need it. In that case use as a placeholder and level to Lv16 max and switch out when you get better artifact	Lv0-4 The new sub can land on whichever but it is preferable for it to land on one of the top 4 subs. But in this scenario, you get a total of 4 sub upgrades and you want at least 3 sub upgrades to go among the top 2 subs	Lv0-4 The sub upgrade can land on whichever but it is preferable for it to land on one of the top 2 subs. But in this scenario, you get a total of 5 sub upgrades and you want at least 3 sub upgrades to go among the top 2 subs
Lv4-16 - The next 3 sub upgrades go among the top 2 subs... - go ahead and get to Lv20 2 of the 3 sub upgrades go among the top 2 subs - This is where you decide if you can get lucky enough and get the last	Lv4-16 - The next 3 sub upgrades go among the top 2 subs... - go ahead and get to Lv20 2 of the 3 sub upgrades go among the top 2 subs - This is where you decide if you can get lucky enough and get the last	Lv4-16 - The next 3 sub upgrades go among the top 2 subs... - go ahead and get to Lv20 2 of the 3 sub upgrades go among the top 2 subs - This is where you decide if you can get lucky enough and get the last

upgrade from Lv20 among the top 2 subs 3. Anything else is a no go for Lv20	upgrade from Lv20 among the top 2 subs 3. Anything else is a no go for Lv20	upgrade from Lv20 among the top 2 subs 3. Anything else is a no go for Lv20
Lv16-20 1. Yay you thought it was good enough to upgrade!!! Let's hope RNGesus blessed you and gave you an upgrade on the stat you wanted	Lv16-20 1. Yay you thought it was good enough to upgrade!!! Let's hope RNGesus blessed you and gave you an upgrade on the stat you wanted	Lv16-20 1. Yay you thought it was good enough to upgrade!!! Let's hope RNGesus blessed you and gave you an upgrade on the stat you wanted

5* artifact with 4 starting subs (3/4 of the subs is in top 4)	5* artifact with 4 starting subs (4/4 of the subs is in top 4)
Lv0-4 1. The sub upgrade can land on whichever but it is preferable for it to land on one of the top 2 subs. But in this scenario, you get a total of 5 sub upgrades and you want at least 3 sub upgrades to go among the top 2 subs	Lv0-4 1. Full send to Lv20 :)
Lv4-16 1. The next 3 sub upgrades go among the top 3 subs.. a. go ahead and get to Lv20 2. 2 of the 3 sub upgrades go among the top 2 subs a. This is where you decide if you can get lucky enough and get the last upgrade from Lv20 among the top 2 subs 3. Anything else is a no go for Lv20	Lv4-16 1. :)
Lv16-20 2. Yay you thought it was good enough to upgrade!!! Let's hope RNGesus blessed you and gave you an upgrade on the stat you wanted	Lv16-20 1. :)

Experience Tables

(1) Experience : (1) Mora Cost

Material		
Rarity	Experience	Mora
1	420	420
2	840	840
3	1260	1260
4	2520	2520
5	3780	3780

(1) Experience : (1) Mora Cost

5 Star			4 Star		
Level	Experience	Experience (Total)	Level	Experience	Experience (Total)
1	3000	3000	1	2400	2400
2	3725	6725	2	2975	5375
3	4425	11150	3	3550	8925
4	5150	16300	4	4125	13050
5	5900	22200	5	4725	17775
6	6675	28875	6	5350	23125
7	7500	36375	7	6000	29125
8	8350	44725	8	6675	35800
9	9225	53950	9	7375	43175
10	10125	64075	10	8100	51275
11	11050	75125	11	8850	60125
12	12025	87150	12	9625	69750
13	13025	100175	13	10425	80175
14	15150	115325	14	12125	92300
15	17600	132925	15	14075	106375
16	20375	153300	16	16300	122675
17	23500	176800			
18	27050	203850			
19	31050	234900			
20	35575	270475			

Sub Stat Upgrades

Genshin Impact Gear Main and Sub Stats

Gear		Mainstat						
Flower								
Flower	HP flat	Created by: Moe#4063 Format by: Kyrie#8852						
5* (+20)	4780							
4* (+16)	3571							
Feather								
Feather	ATK flat	Source: In-game and [https://ngabbs.com/read.php?tid=23576382&rand=315]						
5* (+20)	311							
4* (+16)	232							
Timepiece								
Timepiece	ATK%	HP%	DEF%	Energy Regen		Elemental Mastery		 The only good flat
5* (+20)	46.6%	46.6%	58.3%	51.8%		187		
4* (+16)	34.8%	34.8%	43.5%	38.7%		139		
Goblet								
Goblet	ATK%	HP%	DEF%	Ele Mastery	Phys Dmg %	Elemental Damage%		 E.g: Anemo Damage %
5* (+20)	46.6%	46.6%	58.3%	187	58.3%	46.6%		
4* (+16)	34.8%	34.8%	43.5%	139	43.5%	34.8%		
Crown								
Crown	ATK%	HP%	DEF%	Ele Mastery	Crit Rate %	Crit Damage %		Healing %
5* (+20)	46.6%	46.6%	58.3%	187	31.1%	62.2%		35.9%
4* (+16)	34.8%	34.8%	43.5%	139	23.2%	46.4%		26.8%
Sub Stats								
Stats	Tier 1		Tier 2		Tier 3		Tier 4	
	4*	5*	4*	5*	4*	5*	4*	5*
DEF flat	13	16	15	19	17	21	19	23
HP flat	167	209	191	239	215	269	239	299
ATK flat	11	14	12	16	14	18	16	19
Elemental	13	16	15	19	17	21	19	23
DEF%	4.1%	5.1%	4.7%	5.8%	5.3%	6.6%	5.8%	7.3%
HP%	3.3%	4.1%	3.7%	4.7%	4.2%	5.3%	4.7%	5.8%
ATK%	3.3%	4.1%	3.7%	4.7%	4.2%	5.3%	4.7%	5.8%
Energy Regen	3.6%	4.5%	4.1%	5.2%	4.7%	5.8%	5.2%	6.5%
Crit Rate %	2.2%	2.7%	2.5%	3.1%	2.8%	3.5%	3.1%	3.9%
Crit Damage %	4.4%	5.4%	5.0%	6.2%	5.6%	7.0%	6.2%	7.8%
UwU								
NOTE:	5* starts with 3-4 stat lines							
	4* starts with 2-3 stat lines							
	Mainstat are fixed but each sub stats has a tiering of every rolls (think of tiers as potential of the each							
	<u>Sub stat rolls are also random.</u> (e.g a T4 starting sub can roll T1 afterwards, have fun with 7+ layers of RNG)							
	Every 4 levels, an artifact will either gain a new sub stat if it has less than 4 or enhance an existing sub							
Mainstat may or may not have equal chances of appearing (a.k.a some main stat might be weighted)								
Each enhancement stats may or may not have equal chances of happening								

Artifact Main Stats Infoguide

*** For best artifacts for your character, look at videos already made for them or use the link to a spreadsheet provided below. For the most part, you can determine artifact sets yourself because it boils down to common sense and how and what you use your characters for.

Damage Increase Per Crit Rate% / Crit Dmg% Ratio

	50	70	90	110	130	150	170	190	210	230
5	2.5	3.5	4.5	5.5	6.5	7.5	8.5	9.5	10.5	11.5
15	7.5	10.5	13.5	16.5	19.5	22.5	25.5	28.5	31.5	34.5
25	12.5	17.5	22.5	27.5	32.5	37.5	42.5	47.5	52.5	57.5
35	17.5	24.5	31.5	38.5	45.5	52.5	59.5	66.5	73.5	80.5
45	22.5	31.5	40.5	49.5	58.5	67.5	76.5	85.5	94.5	103.5
55	27.5	38.5	49.5	60.5	71.5	82.5	93.5	104.5	115.5	126.5
65	32.5	45.5	58.5	71.5	84.5	97.5	110.5	123.5	136.5	149.5
75	37.5	52.5	67.5	82.5	97.5	112.5	127.5	142.5	157.5	172.5
85	42.5	59.5	76.5	93.5	110.5	127.5	144.5	161.5	178.5	195.5
95	47.5	66.5	85.5	104.5	123.5	142.5	161.5	180.5	199.5	218.5

column = crit rate row = crit damage 10% crit rate > 20% crit damage up until 25% crit rate

A ratio you want to remember is 1:2 which is analogous to Crit Rate%:Crit Dmg%. If you have 70% worth of Crit Rate% then you should have 140% worth of Crit Dmg%. This is the most optimal ratio for your damage output in terms of Crit Rate% and Crit Dmg%

When deciding on which one to prioritize, choose the stat that is the farthest away from the ratio. The game starts us off with a wonky Crit Rate of 5% and Crit Dmg of 50%. As we can see, Crit Rate needs to be taken care of first since it is the lower of the two ratios. Don't start building Crit Dmg%, if you have not reached at least 25%

In other words, it is not optimal to start building Crit Dmg% if you haven't reached 25% Crit Rate yet

Artifact Sets For Each Character

[General Artifact Sets](#) for characters

- This is a good resource for which artifacts go best with each character and shows how characters can be built in different ways depending on what role you put them in

General Main Stats Build

Main Carry

- Hp
- Atk
- Atk%
- Choose between...

- Element Dmg Bonus% if they use element type damage for the most part. For example, Catalyst users like Klee deal elemental damage in their normal attacks, and their skills. Pay attention to the colored damage numbers to determine it yourself. Sword users like Keqing also use elemental damage for the most part, even in her normal attacks. So, having Electro Dmg Bonus% here is beneficial
 - Use Atk% as substitute until you get this main stat
- Physical Dmg Bonus% if their damage is mainly physical damage. A great example is Razor. His normal and charged attacks are physical and even when he uses his elemental burst, he deals physical damage on his normal attacks. His only source of Electro damage is his elemental skill and the wolf he summons from his elemental burst that attacks with him. Even though they deal good damage, his DPS is from his normal attacks. Bow, Sword, and Claymore users are good candidates but pay attention to how they're built with their skills. Keqing is a Sword user but would benefit more from Electro Dmg Bonus%
 - Use Atk% as substitute until you get this main stat
- Note that it really depends on your playstyle. Keqing can be built with either a Physical Damage build or Electro Damage Build depending on how you play her and utilize her skills. Even Fischl can be built with either one of those builds
- Choose between...
 - Crit Rate if you don't have a Crit Rate weapon equipped
 - Crit Dmg if you have a Crit rate weapon equipped and/or your Crit rate is 45% or above
 - Use Atk% as substitute until you get one applicable main stat from the two
- Subs you are looking for from most important to least:
 - Crit Rate%
 - Crit Dmg%
 - Energy Recharge%
 - Atk%

■ Elemental Mastery

Perfect build (like end end endgame stuff) is Hp, Atk, Atk%, Element Dmg Bonus%, Crit Dmg% with Crit Dmg% weapon. In the artifacts, you must have god tier rolls on Crit Rate% (12% from each artifact or a total of 60% from subs) and on Atk% (10% from each artifact or a total of 50% from subs). Artifact sets may vary. Also, having a ratio of 1:2 when it comes to Crit Rate and Crit Dmg is the most optimal, but in general the higher the Crit Rate% the better (limit at 100% Crit Rate%). Some passives from weapons may change your weapon choice. In that case, you have to reallocate where you're going to get the stats that your weapon replaced, meaning changes in artifact main stats or subs

For example (the first is the strongest):

- Hp, Atk, Atk%, Element Dmg Bonus%, Crit Dmg%
 - Crit Dmg% weapon, 12% Crit Rate and 10% Atk from each artifact

- Hp, Atk, Atk%, Element Dmg Bonus%, Crit Rate%
 - Crit Rate%, 30% Crit Dmg and 10% Atk from each artifact
- Hp, Atk, Atk%, Element Dmg Bonus%, Atk%
 - Crit Dmg%, 12% Crit Rate and 10% Crit Dmg from each artifact
- Hp, Atk, Atk%, Element Dmg Bonus%, Atk%
 - Crit Rate%, 15% Crit Dmg and 8% Crit Rate from each artifact

Aura Support

*** Buffer, Debuffer, Burst, and Battery Supports are not “Primary” Supports and are rather a second Criteria Aura, Trigger, and Healer Supports can hit so you build them according to what Primary Support they fall under

*** If using a character that scales in damage with a specific stat that is not Atk%, then switch out any Atk% for that specific stat

- Hp
- Atk
- Atk%
- Element Dmg Bonus%
 - Use Atk% as substitute until you get this main stat
- Crit Rate%
 - Use Atk% as substitute until you get this main stat
- Subs you are looking for for Aura Support from most important to least:
 - Crit Rate%
 - Energy Recharge%
 - Crit Dmg%
 - Hp% for Hp scalers, Atk% for Atk scalers or non stat scaler, Def% for Def scalers

Perfect build (like end end endgame stuff) for Aura Support is Hp, Atk, Atk%, Element Dmg Bonus%, Crit Rate% with Energy Recharge% weapon. In the artifacts, you must have god tier rolls on Crit Dmg% (15% from each artifact or a total of 75% from subs) and Crit Rate% (7% from each artifact or a total of 35% from subs). Artifact sets may vary. Some passives from weapons may change your weapon choice and thus change your weapon main stat. In that case, you have to reallocate where you’re going to get the stats that your weapon replaced, meaning changes in artifact main stats or subs

For example (the first is the strongest):

- Hp, Atk, Atk%, Element Dmg Bonus%, Crit Rate%
 - Energy Recharge% weapon, 15% Crit Dmg and 7% Crit Rate from each artifact
- Hp, Atk, Atk%, Element Dmg Bonus%, Crit Dmg%
 - Energy Recharge% weapon, 12% Crit Rate and 10% Crit Dmg from each artifact
- Hp, Atk, Energy Recharge%, Element Dmg Bonus%, Crit Rate%

- Crit Dmg% weapon, 12% Crit Rate and 10% Crit Dmg from each artifact
- Hp, Atk, Energy Recharge%, Element Dmg Bonus%, Crit Dmg%
 - Crit Rate% weapon, 12% Crit Rate and 10% Crit Dmg from each artifact

Trigger Support

*** Buffer, Debuffer, Burst, and Battery Supports are not “Primary” Supports and are rather a second Criteria Aura, Trigger, and Healer Supports can hit so you build them according to what Primary Support they fall under

*** If using a character that scales in damage with a specific stat that is not Atk%, then switch out any Atk% for that specific stat

- Hp
 - Atk
 - Atk%
 - Try to get your Elemental Mastery from subs or weapons. Only exception is Sucrose since her passive scales with Elemental Mastery. In that case, it is ok to give her an Elemental Mastery artifact. The reason I say this is that you are better off enhancing the damage of your skills rather than your reactions because the damage of reactions is fairly weak and cannot take advantage of Crit Rate% and Crit Dmg% like the damage of your skills can
 - Element Dmg Bonus%
 - Use Atk% as substitute until you get this main stat
 - Crit Rate%
 - Use Atk% as substitute until you get this main stat
 - Subs you are looking for for Trigger Support from most important to least:
 - Elemental Mastery
 - Energy Recharge%
 - Crit Rate%
 - Crit Dmg%
- Hp% for Hp scalers, Atk% for Atk scalers or non stat scaler, Def% for Def scalers

Perfect build (like end end endgame stuff) for Trigger Support is Hp, Atk, Atk%, Element Bonus Dmg%, Crit Rate% with Energy Recharge% weapon. In the artifacts, you must have god tier rolls on Elemental Mastery (80 from each artifact or a total of 400 from subs) and Crit Dmg% (10% from each artifact or a total of 50% from subs). Artifact sets may vary. Some passives from weapons may change your weapon choice and thus change your weapon main stat. In that case, you have to reallocate where you’re going to get the stats that your weapon replaced, meaning changes in artifact main stats or subs

For example (the first is the strongest):

- Hp, Atk, Atk%, Element Dmg Bonus%, Crit Rate%

- Energy Recharge% weapon, 80 Elemental Mastery and 10% Crit Dmg from each artifact
- Hp, Atk, Atk%, Element Dmg Bonus%, Crit Dmg%
 - Crit Rate% weapon, 80 Elemental Mastery and 5% Crit Rate from each artifact
- Hp, Atk, Atk%, Element Dmg Bonus%, Crit Rate%
 - Crit Dmg% weapon, 80 Elemental Mastery and 5% Crit Rate from each artifact
- Hp, Atk, Atk%, Element Dmg Bonus%, Crit Rate%
 - Atk% weapon, 80 Elemental Mastery and 5% Crit Rate from each artifact

Healer Support

Main builds for the Healer Supports or any specific stat-scaling healer character (build according to their scaling). For Atk Scaling Healers, you can make an exception to build them like a Main Carry so that they can deal damage and still have good healing. For example, Jean is still a good healer if she is built like a Main Carry

Atk Scaling Main Healers

- Hp
 - Atk
 - Atk%
 - Atk%
 - Healing Bonus% (Use Atk% as substitute until you get this main stat)
 - Subs you are looking for from most important to least:
 - Crit Rate%
 - Energy Recharge%
 - Atk%
 - Crit Dmg%
 - Perfect build is Hp, Atk, Atk%, Atk%, Healing Bonus% with Energy Recharge% weapon. In the artifacts, you must have god tier rolls on Crit Rate% (15% from each artifact or a total of 75% from subs) and Energy Recharge% (10% from each artifact or a total of 50% from subs). Artifact sets may vary. Some passives from weapons may change your weapon choice and thus change your weapon main stat. In that case, you have to reallocate where you're going to get the stats that your weapon replaced, meaning changes in artifact main stats or subs
- For example (the first is the strongest):
- Hp, Atk, Atk%, Atk%, Healing Bonus%
 - Energy Recharge% weapon, 15% Crit Rate and 10% Energy Recharge from each artifact
 - Hp, Atk, Atk%, Atk%, Healing Bonus%

- Crit Rate% weapon, 22% Energy Recharge and 5% Crit Rate from each artifact
- Hp, Atk, Atk%, Atk%, Healing Bonus%
 - Atk% weapon, 22% Energy Recharge and 5% Crit Rate from each artifact
- Hp, Atk, Atk%, Atk%, Healing Bonus%
 - Crit Dmg% weapon, 22% Energy Recharge and 5% Crit Rate from each artifact

Hp Scaling Main Healers

- Hp
- Atk
- Hp%
- Hp%
- Healing Bonus% (Use Hp% as substitute until you get this main stat)
- Subs you are looking for from most important to least:
 - Hp%
 - Energy Recharge%
 - Elemental Mastery
 - Crit Rate%
- Perfect build is Hp, Atk, Hp%, Hp%, Healing Bonus% with Energy Recharge% weapon. In the artifacts, you must have god tier rolls on Hp% (12% from each artifact or a total of 60% from subs) and Energy Recharge% (10% from each artifact or a total of 50% from subs). Artifact sets may vary. Some passives from weapons may change your weapon choice and thus change your weapon main stat. In that case, you have to reallocate where you're going to get the stats that your weapon replaced, meaning changes in artifact main stats or subs. Although, Hp scaling healers will do well regardless as long as artifact main stats are there

Def Scaling Main Healers

- Hp
- Atk
- Def%
- Def%
- Healing Bonus% (Use Def% as substitute until you get this main stat)
- Subs you are looking for from most important to least:
 - Def%
 - Energy Recharge%
 - Elemental Mastery

- Crit Rate%
- Perfect build is Hp, Atk, Def%, Def%, Healing Bonus% with Energy Recharge% weapon. In the artifacts, you must have god tier rolls on Def% (15% from each artifact or a total of 75% from subs) and Energy Recharge% (10% from each artifact or a total of 50% from subs). Artifact sets may vary. Some passives from weapons may change your weapon choice and thus change your weapon main stat. In that case, you have to reallocate where you're going to get the stats that your weapon replaced, meaning changes in artifact main stats or subs. Although, Hp scaling healers will do well regardless as long as artifact main stats are there

Character Ascension Infoguide

- Here is a [farming schedule](#) to decide when to farm for character ascension materials according to the days they're available
- Here is a [farming calculator](#) to know exactly how much character ascension materials you need for a specific character
- You get at the very least 2 Elite Boss material (Everflame Seed, Hurricane Seed...) at AR30+ per 40 Original Resin. Divide your required Elite Boss material by 2 to get an estimate of the most times you need to farm the Elite boss. Of course, you might need to do more depending on the amount of gem types you need as well as your luck

Level Ascension (From and To)	Required Gem Type	Required Elite Boss Material	Required Plant / Rock	Required Enemy Material	Mora
Lv20 - 40 0* - 1*	1 Sliver	0	3	3 whites	20k
Lv40 - 50 1* - 2*	3 Fragments	2	10	15 whites	40k
Lv50 - 60 2* - 3*	6 Fragments	4	20	12 greens	60k
Lv60 - 70 3* - 4*	3 Chunks	8	30	18 greens	80k
Lv70 - 80 4* - 5*	6 Chunks	12	45	12 blues	100k
Lv80 - 90 5* - 6*	6 Gemstone	20	60	24 blues	120k

Character Leveling Infoguide

Optimal number of exp materials for leveling up @WL5 (per character)

- ***Level 0 - 20 (120,175 EXP Required)***
 - 4 Hero's Wits + 9 Adventurer's Experience
 - Approx. 2 Ley Lines (40 Resin)
 - 25,000 Mora
- ***Level 20 - 40 (578,325 EXP Required)***
 - 19 Hero's Wits + 40 Adventurer's Experience
 - Approx. 7 Ley Lines (140 Resin)
 - 116,000 Mora
- ***Level 40 - 50 (579,100 EXP Required)***
 - 19 Hero's Wits + 40 Adventurer's Experience
 - Approx. 7 Ley Lines (140 Resin)
 - 116,000 Mora
- ***Level 50 - 60 (854,125 EXP Required)***
 - 28 Hero's Wits + 59 Adventurer's Experience
 - Approx. 10 Ley Lines (200 Resin)
 - 171,000 Mora
- ***Level 60 - 70 (1,195,925 EXP Required)***
 - 40 Hero's Wits + 80 Adventurer's Experience
 - Approx. 14 Ley Lines (280 Resin)
 - 240,000 Mora
- ***Level 70 - 80 (1,611,875 EXP Required)***
 - 55 Hero's Wits + 103 Adventurer's Experience
 - Approx. 19 Ley Lines (380 Resin)
 - 323,000 Mora
- ***Level 80 - 90 (3,423,125 EXP Required)***
 - 115 Hero's Wits + 225 Adventurer's Experience
 - Approx. 39 Ley Lines (780 Resin)
 - 685,000 Mora

Character Costs						
Character Level Up Costs				Total Mora for range	Total Costs from Lv 1 > Lv xx	
Char Lv	Char exp costs:	Mora	Ascension Costs	Total Mora	Total Exp	Total Mora
1-20	6 Hero's Wit	24,200 Mora	0 Mora	24,200 Mora	6 Hero's Wit	24,200 Mora
20-40	29 Hero's Wit	115,600 Mora	20,000 Mora	135,600 Mora	35 Hero's Wit	159,800 Mora
40-50	29 Hero's Wit	115,800 Mora	40,000 Mora	155,800 Mora	64 Hero's Wit	315,600 Mora
50-60	43 Hero's Wit	170,800 Mora	60,000 Mora	230,800 Mora	107 Hero's Wit	546,400 Mora
60-70	60 Hero's Wit	239,000 Mora	80,000 Mora	319,000 Mora	167 Hero's Wit	865,400 Mora
70-80	81 Hero's Wit	322,200 Mora	100,000 Mora	422,200 Mora	248 Hero's Wit	1,287,600 Mora
80-90	171 Hero's Wit	684,600 Mora	120,000 Mora	804,600 Mora	419 Hero's Wit	2,092,200 Mora
Created by:				Nabzyyyyyy		

Weapons Infoguide

****very important****

- Weapons add to your **BASE** Atk. This means that your Character's Base Atk is increased by the weapon. And in turn, is calculated in when Atk% artifacts multiply their percentages in. For example, your character without any equipment starts off with 100 Base Atk. Your weapon has a Base Atk of 100 so your character will have 200 Base Atk. The artifacts multiply their percentages off of the 200 Base Atk instead of your character's initial 100 Base Atk
- This information tells us what is important to prioritize in the game. When deciding what to focus your resources on, leveling and ascending four stars and above weapons as well as leveling and ascending your characters will net you the most damage increase to strengthen your units. After, focus leveling your best artifacts and upgrading talent books. Farming domains for artifacts pre AR45+ is also not the way to go considering the rates of legendaries at those AR's and that you will most definitely have other upgrades you could be spending your resin to farm for
- Here are the [farming schedules](#) for domains...
- Here are all the [weapons](#)...
- Here is a [weapon material calculator](#)...
- Per 20 Original Resin you get at the very least 2 blues and 2 greens at WL5. You can do a simple calculation of (# of blues needed) / (2 $\frac{2}{3}$) to see an estimate of the most times you need to do the domain. Of course, you might get lucky and get more per run which will lower how many runs you need to do

Level Ascension (From and To)	Required Weapon Ascension Material (4*/5*)	Required Enemy Material (4*/5*)	Required Secondary Enemy Material (4*/5*)	Mora (4*/5*)
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Lv20 - 40 0* - 1*	3/5 greens	3/5 greens	2/3 white	5/10k
Lv40 - 50 1* - 2*	3/5 blues	12/18 greens	8/12 whites	15/20k
Lv50 - 60 2* - 3*	6/9 blues	6/9 blues	6/9 greens	20/30k
Lv60 - 70 3* - 4*	3/5 purples	12/18 blues	9/14 greens	30/45k
Lv70 - 80 4* - 5*	6/9 purples	9/14 purples	6/9 blues	35/55k
Lv80 - 90 5* - 6*	4/6 golds	18/27 purples	12/18 blues	45/65k

4-Star Weapon Costs						
Weapon Level Up Costs			Total Mora for range		Total Costs from Lv 1 > Lv xx	
Weap Lv	Weap exp costs:	Mora	Ascension Costs	Total Mora	Total Exp	Total Mora
1-20	8 Mystic Ore	8,120 Mora	0 Mora	8,120 Mora	8 Mystic Ore	8,120 Mora
20-40	42 Mystic Ore	41,520 Mora	5,000 Mora	46,520 Mora	50 Mystic Ore	54,640 Mora
40-50	42 Mystic Ore	41,880 Mora	15,000 Mora	56,880 Mora	92 Mystic Ore	111,520 Mora
50-60	62 Mystic Ore	61,840 Mora	20,000 Mora	81,840 Mora	154 Mystic Ore	193,360 Mora
60-70	87 Mystic Ore	86,620 Mora	30,000 Mora	116,620 Mora	241 Mystic Ore	309,980 Mora
70-80	117 Mystic Ore	116,700 Mora	35,000 Mora	151,700 Mora	358 Mystic Ore	461,680 Mora
80-90	248 Mystic Ore	247,660 Mora	45,000 Mora	292,660 Mora	606 Mystic Ore	754,340 Mora
			Created by:	Nabzyyyyy		
5-Star Weapon Costs						
Weapon Level Up Costs			Total Mora for range		Total Costs from Lv 1 > Lv xx	
Weap Lv	Weap exp costs:	Mora	Ascension Costs	Total Mora	Total Exp	Total Mora
1-20	12 Mystic Ore	12,160 Mora	0 Mora	12,160 Mora	12 Mystic Ore	12,160 Mora
20-40	62 Mystic Ore	62,280 Mora	10,000 Mora	72,280 Mora	74 Mystic Ore	84,440 Mora
40-50	63 Mystic Ore	62,820 Mora	20,000 Mora	82,820 Mora	137 Mystic Ore	167,260 Mora
50-60	93 Mystic Ore	92,780 Mora	30,000 Mora	122,780 Mora	230 Mystic Ore	290,040 Mora
60-70	130 Mystic Ore	129,920 Mora	45,000 Mora	174,920 Mora	360 Mystic Ore	464,960 Mora
70-80	175 Mystic Ore	175,040 Mora	55,000 Mora	230,040 Mora	535 Mystic Ore	695,000 Mora
80-90	372 Mystic Ore	371,480 Mora	65,000 Mora	436,480 Mora	907 Mystic Ore	1,131,480 Mora

Talent Upgrade Infoguide

- All conversion go by three for each rarity level
 - 3 whites = 1 green, 3 greens = 1 blue, 3 blues = 1 purple.
- Leveling a single talent... mind that each character has three talents. Also, when reaching Lv6 it is safe to take a break from farming materials for talent and instead focus resources

on other types of character upgrades since you are timegated by legendary materials that you can only get once or twice from Dvalin, Andrius, and Tartaglia per week

- Here is a [farming schedule](#) to decide when to farm for talent upgrade according to the days they're available
- Here is a [farming calculator](#) to know exactly how much talent books you need for a specific character
- Per 20 Original Resin you get at the very least 2 blue books and 2 green books at WL5. You can do a simple calculation of (# of blue books needed) / (2²/₃) to see an estimate of the most times you need to do the domain. Of course, you might get lucky and get more per run which will lower how many runs you need to do

Level (From and To)	Talent Book Required	Character Level Up Material Required	Domain Legendary Character Level Up Material Required	Mora
Lv1 - 2	3 greens	6 whites	0	12.5k
Lv2 - 3	2 blues	3 greens	0	17.5k
Lv3 - 4	4 blues	4 greens	0	25k
Lv4 - 5	6 blues	6 greens	0	30k
Lv5 - 6	9 blues	9 greens	0	37.5k
Lv6 - 7	4 purples	4 blues	1 legendary	120k
Lv7 - 8	6 purples	6 blues	1 legendary	260k
Lv8 - 9	12 purples	9 blues	2 legendary	450k
Lv9 - 10	16 purples	12 blues	2 legendary, 1 crown	700k

Created by: Nabzyyyyyy

Talent Costs						
Talent Lv	Costs for 1 Talent		Costs For All 3 Talents Per Lv		Total Costs from Lv 2 > Lv x	
	Talent Mats	Mora Per Talent	Mats for all 3	Mora for all 3	Mats from Lv2 > Lv x	
2	3 Green	12500 Mora	9 Green	37,500 Mora	9 Green	37,500 Mora
3	2 Blue	17500 Mora	6 Blue	52,500 Mora	6 Blue + 9 Grn	90,000 Mora
4	4 Blue	25000 Mora	12 Blue	75,000 Mora	18 Blue + 9 Grn	165,000 Mora
5	6 Blue	30000 Mora	18 Blue	90,000 Mora	36 Blue + 9 Grn	255,000 Mora
6	9 Blue	37500 Mora	27 Blue	112,500 Mora	63 Blue + 9 Grn	367,500 Mora
7	4 Purple	120000 Mora	12 Purple	360,000 Mora	12 Purp + 63B + 9G	727,500 Mora
8	6 Purple	260000 Mora	18 Purple	780,000 Mora	30 Purp + 63B + 9G	1,507,500 Mora
9	12 Purple	450000 Mora	36 Purple	1,350,000 Mora	66 Purp + 63B + 9G	2,857,500 Mora

Spiral Abyss Resources

I am not confident enough about this topic to be giving out detailed advice so I will hand it over to these experts

[Floor 7](#) f2p friendly video

[Floor 8](#) f2p friendly video

[Enemy Auras in Spiral Abyss](#)

[How to Fight Spiral Abyss Fatui](#)

Friendship Level

Ways to get Companionship Exp (based on AR50, WL7):

- Per commission: 55 CE
 - Commission completion reward: 95 CE
- Elite Boss: 45 CE
 - Weekly Boss: 70 CE
- Domain: 20 CE
- Random Event: 10 CE
- Ley Line: 20 CE

I am currently testing and researching how much friendship points you need in total and per level. Might take a month or two of data collection :(

Here is the [data sheet](#) I am filling out atm, feel free to watch it grow everyday lmao. I started fresh with a Lv1 Albedo and I will keep track of his progress (He is my second favorite character btw) (* he is no longer my second favorite character... it is Xiao now :D)

Here are the data after 3 months of data collection:

FL1	1010
FL2	1550
FL3	2050
FL4	2530
FL5	3110
FL6	3660
FL7	4350
FL8	4930
FL9	5565
FL10	0
Total Friendship	28755

Battle Pass (plus other worthwhile investments)

Free: 1st set of rewards

- 27 Adventure's Experience
- 96 Mystic Enhancement Ore
- 720,000 Mora
- 36 Hero's Wit Experience
- 5 Acquaint Fates
- 5 Fragile Resin

10\$: 1st + 2nd set of rewards

- 27 Adventure's Experience
- 380 Mystic Enhancement Ore
- 2,880,000 Mora
- 162 Hero's Wit Experience
- 5 Acquaint Fates
- 4 Intertwined Fates
- 20 Fragile Resin
- 680 Primogems
- Talent books
- Battle Pass exclusive weapon

20\$: 1st + 2nd set of rewards +10 initial levels, BP Exclusive Namecard, 5 Fragile Resin

I highly recommend buying the 10\$ BP if you want to have an easier life in Genshin in terms of resources, it gives so many rewards for the price. It includes a lot of upgrade materials for your characters, mora, some wishes, and primos. With this buy the 5\$ Blessing of the Welkin Moon (which is the best thing to buy) if you can, which gives 90 daily primos which will net you around 2700 primos every 30 days for only 5\$ which is more valuable than any Genesis Crystal top up in the shop. The highest you have to pay to live comfortably in Genshin Impact is 15\$ a month

If you want to summon more, that will have to be funded through Genesis Crystal top ups (exchangeable for primos) which is extremely expensive in my opinion. You only get 6480 primos for 100\$ and that is only enough for four 10x summons and a couple single wishes. If you are unlucky and need to hit pity (90 summons for guaranteed 5*) to get 5* then it will cost you 230\$ (two 100\$ packs and one 30\$ pack). Although, I should note that there is a 2x bonus on any Genesis Crystal pack for the first time purchase so you get double the value. Buying the 100\$ pack will give you 200\$ worth of Genesis Crystals. Also, every 100\$ pack you buy, they give you 1600 bonus Genesis Crystals on top of your purchase so you actually get a little over 50 wishes. So, if you really wanted, I would recommend buying everything once **IF** you have the

disposable income. Do not undergo financial stress... like seriously... if you don't have the disposable income don't buy it. Worst case scenario, enjoy the game like an f2p pleb. I am not judging

With the Starglitters you accumulate, buy the monthly Intertwined and Acquaint Fates. With the Stardust, buy characters and weapons that are useful to you

Each level is worth 1000 BP Exp to level up so the whole Battle Pass is 50000 BP Exp

Daily Missions: 645 BP Exp

Weekly Missions: 5580 BP Exp

BP Period Special Missions: 6000 BP Exp

Weekly Limit: 10000 BP Exp

For the BP Weekly Mission, you can just complete all Ley Lines without redeeming the rewards and it will still count towards completing that mission

My recommended weapons from the current lineup are the Black Sword, the Serpent Spine claymore, and the Solar Pearl catalyst. Although, every weapon is strong since they have Crit Rate% as the main stat which is desired. I definitely like all of them since they free up my artifacts and allow me to put Crit Dmg% on the Circlet

Pity System

Every 10th pull in a Character/Weapon Event and Standard Banner give you a guaranteed 4*

- 9 single wishes and your 10th single wish will be a 4* if you haven't already gotten a 4* beforehand in the previous 9 wishes. Getting a 4* beforehand will reset the pity counter back to 0 from which you will need to wish 9 more times to get to 10th
- 10x pulls will always guarantee one 4* but it doesn't mean you can't get more than one. 10x pull is the same as single wishes in rates, the game just does 10 wishes for you automatically, each wish having the same individual rate to pull a 4*
- Character Event Banner:
 - If you pull a non-event 4* character on the Character Event Banner (It is 50% chance to get one of the the event characters on a 4*), your next 4* is guaranteed to be the one of the 4* event characters
 - You can get 4* as characters and weapons
- Weapon Event Banner:
 - If you pull a non-event 4* weapon on the Weapon Event Banner (It is 75% chance to get one of the the event weapons on a 4*), your next 4* is guaranteed to be the one of the 4* event weapons
 - You can get 4* as weapons and characters

Every 90th pull in the Character Event and Standard Banner will give you a guaranteed 5*

- 89 single wishes and your 90th single wish will be a 5* if you haven't already gotten a 5* beforehand in the previous 89 wishes. Getting a 5* beforehand will reset the pity counter back to 0 from which you will need to wish 89 more times to get to 90th
- Some speculations and theory based on calculations say that after your 75th wish, your 76th to 89th wish will have dramatically increased rates for a 5* suggesting that there's a soft pity at the 76th wish and up along with the hard pity at the 90th wish. When you reach 75 wishes without getting a 5*, only do single summons afterwards to save primos and Intertwined/Acquaint Fates from wishing more than necessary since rate will already be increased making it more likely for you to pull a 5* before the hard pity at 90th wish
- If you pull a non-event 5* character on the Character Event Banner (It is 50% chance to get the event character on a 5*), your next 5* is guaranteed to be the 5* event character
- You can only get 5* as characters in Character Event Banner and 5* as characters and weapons on Standard Banner

Every 80th pull in the Weapon Event Banner will give you a guaranteed 5*

- 79 single wishes and your 80th single wish will be a 5* if you haven't already gotten a 5* beforehand in the previous 79 wishes. Getting a 5* beforehand will reset the pity counter back to 0 from which you will need to wish 79 more times to get to 80th
- There's no pity concerning getting both weapons. You might get one of the promotional 5* weapon, and your next 5* is not guaranteed to be the other promotional 5* weapon
- If you pull a non-event 5* weapon on the Weapon Event Banner (It is 75% chance to get the event character on a 5*), your next 5* is guaranteed to be the 5* event character
- You can only get 5* as weapons

Pity counter can carry over to following banners. In other words, if you are at 89th wish (79th for Weapon Event Banner) without getting a 5*, you know your next single wish will be a 5*. So, you can save that pity counter for the next banner if you wanted to and it will carry over. When you decide to single wish and claim that sweet sweet 5*, you will be able to even if the Character/Weapon Event Banner has changed. One last thing to note is that there are 3 separate pity counters: Standard Banner Pity Counter, Character Event Banner Pity Counter, and Weapon Event Banner Pity Counter

I always recommend using your Intertwined and Primos to wish on the Character Event Banner because getting characters are the most impactful game changers. You can still get 4* weapons here so that can supplement your weapon needs as a 5* weapon from Weapon Event Banner is nothing without a good character. Make sure you are being strategic with your Pity Counter and the amount of times you wish. You might want to save some of your wishes for a future banner and stop wishing when you are close to pity and the current Character Event Banner does not

have a 5* character that interests you. Otherwise try to wish for the featured 4* characters if they are characters that you need

I also recommend using all the Acquaint Fates you get to wish straight away on the Standard Banner. There is no reason to save them anyways as the Standard Banner does not change often unless they add new 4* characters or weapons on there

Good Reads

These Keqing guides are specifically for Keqing but it's a good read to understand the fundamentals of the game on decision making, team making, build making, other making... It's similar to my guide but around Keqing so it is much more specific than I am. Read it for more info and I think it's more interesting than my compilation of guides and resources just cause you get to see a guide built around optimizing a specific character

[How to Build the Cat Queen, Part 1: The Weapon](#)

[How to Build the Cat Queen, Part 2: Assembling Your Harem](#)

[How to Build the Cat Queen, Part 3: Accessorizing](#)

YTbers I Subscribed To and Hit Notification Bell On

Very informative and some create builds and guides as well as update videos on the game

- taka gg
- MELOO